12 PRIMAL RAGE CARTS UP FOR GRABS!!

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Nintendo® MAGAZINE SYSTEM

ISSUE #36 MARCH '96

GETTING PRIMAL!

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DKC 2

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SPAWN

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DIDDY'S KONG QUEST

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SUPER NINTENDO ENTERTAINMENT SYSTEM

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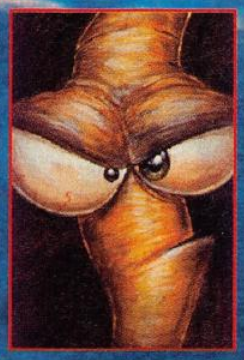

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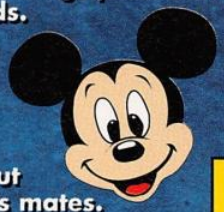

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PASS THE BUCKET!

We've had a fair bucketful of thoughts (good and bad), comments and suggestions after we'd asked for your views on what you'd like to see in the mag now that things have changed somewhat. Yep, we've kidnapped a new staff; yep the page size has changed (though you haven't lost five pages as someone suggested - count 'em!); and we've moved things around a bit and coloured things up a bit in the interests of making the whole thing readable and not too forgetable. Some of what you've asked for we're planning or doing already – like movie reviews, a Swap & Sell section, more coverage of the internet, looking at other products and of course, the latest news of new Nintendo products like the Ultra 64. Keep the suggestions and contributions coming in.

THE LIST GOES ON...

This month we've got a whole atoll-full of games, including reviews and previews of Spawn, Primal Rage, Big Hurt Baseball, Earthworm Jim 2, Mega Man 7, Wrestlemania Arcade, Foreman for Real and Micro Machines 2 on the SNES. There's also Mickey Mouse V and Micro Machines 2 on Game Boy, tips for the Adventures of Lolo and True Lies and our continuing revelations about Donkey Kong Country 2.

WINNING WAYS

Two great competitions this month, with a chance to win one of 12 Primal Rage carts as well as 5 SNES consoles and 35 Donkey Kong Country 2 carts. Yes – 35!

So don't just sit there – read something!

NINTENDO PEOPLE SYSTEM

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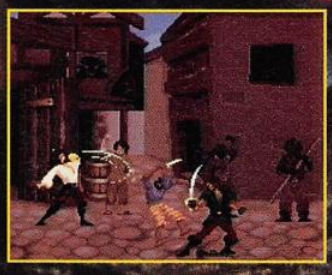
Treasure awaits on Cutthroat Island

If you survive



'Sharpen your long swords for the ultimate high seas battle!'

'Plundering two player action!'

'Battle bloodthirsty pirates with knives, pistols and flaming torches!'

'Remember - dead men tell no tales on Cutthroat Island'

SNES® Mega Drive™ Game Boy® Game Gear™

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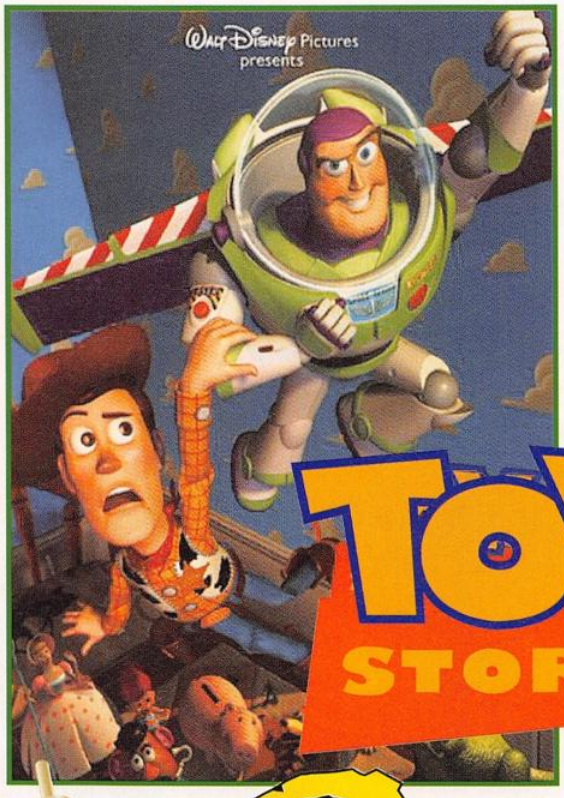
NINTENDO NEWS NETWORK



IT'S IN THE CAN!

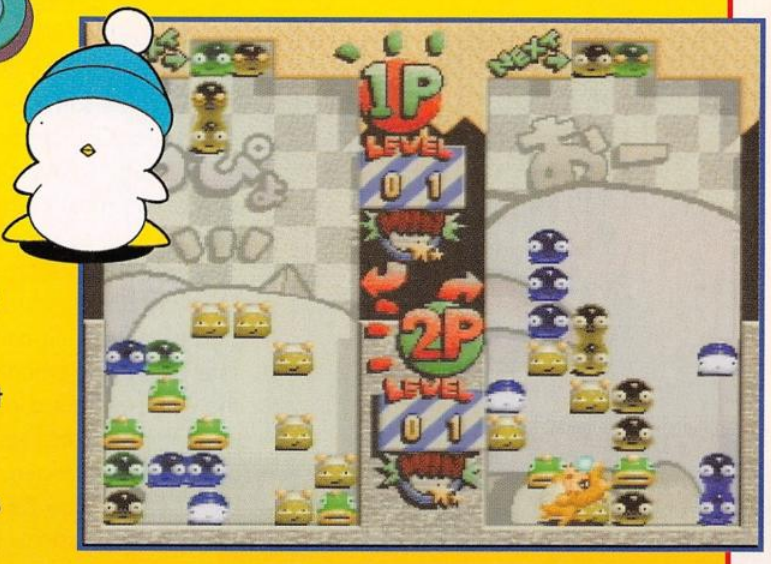
Keep an eye out for a couple of new movies due for SNES & Game Boy conversion over the coming months. The first of these is Toy Story, the latest Disney release. The film has had a great reception in the States and is expected to challenge Disney's previous hits for the top spot. It's the first ever completely computer generated film, and contains the voice of Oscar winner Tom Hanks. The clips we've seen certainly look good, and the digital base should provide a solid platform for games programmers looking to make a faithful conversion for the console market.

The second new release is CutThroat Island (previewed in our February issue). This MGM swashbuckling adventure stars Geena Davis and Matthew Modine and is a rip-roaring tale of the high seas set in the 1600s. As you've already seen, the console graphics for this action adventure game look impressive and the storyline seems to parallel the film quite closely. Watch this space for a detailed review.

Just in case you didn't notice last month, we're offering you the opportunity to get your name and your opinions in print. Send us a review of your favourite game in no more than 300 words along with a pic and some info about yourself and we'll print the best one each month. Stardom beckons so send your reviews to us at 'Readers' Reviews', NMS, 155 Cecil Street, Williamstown, Melbourne, Victoria 3016.

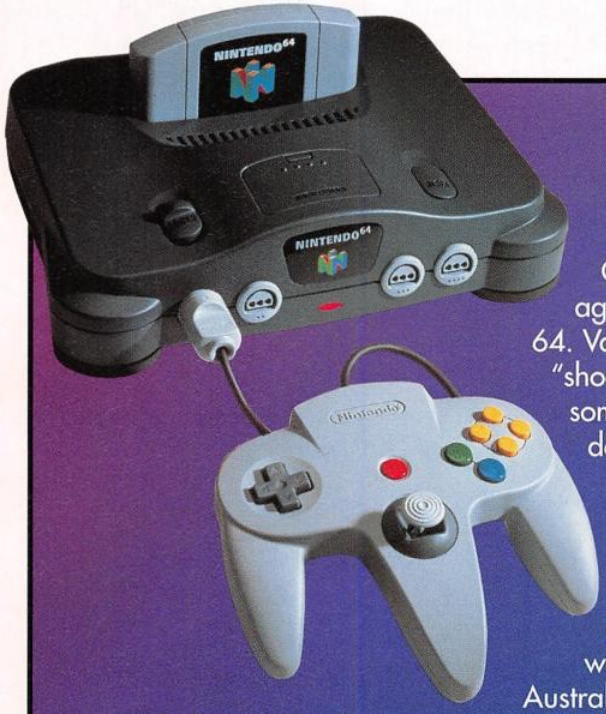
Readers' Review

HEBEREKE'S POPOITTO



POPPING POPOITTOS!

Yet another puzzle game not a million miles from Tetris is due out this month from Sunsoft. It features a number of blobby characters that have to be positioned in a single or split frame in the now familiar way. From what we hear it was a great hit in Japan. We have yet to see if it offers a serious challenge to either Tetris 1 or 2, or the new challenger Zoop which we reviewed in last month's NMS. Look out for a review in the near future.



PICK A DATE, ANY DATE!

Quotes, mis-quotes and continued media speculation have yet again raised rumours of a further delay in the release of the Ultra 64. Various Nintendo sources insist that they are "aiming for", "shooting for", "gunning for" and "looking towards" April, but these somewhat warlike yet open-ended phases leave room for some doubt and a potential rescheduling of the real things release.

This started with a widely-reported statement from Hiroshi Yamauchi, president of NCL, that "the machine will probably be introduced in 1997" into the European marketplace. Outside Japan the Ultra is targetted for the same release date world-wide, so this statement would presumably include the USA and Australia. This state of affairs has since been upended, with distributors suggesting the Yamauchi statement to be a mis-quote, or not to have been said at all, and that April was still the most likely date for the Ultra's release. The latest is that Nintendo's US president, Howard Lincoln has said that there is no reason to change the global April release date.

READING & WRITING

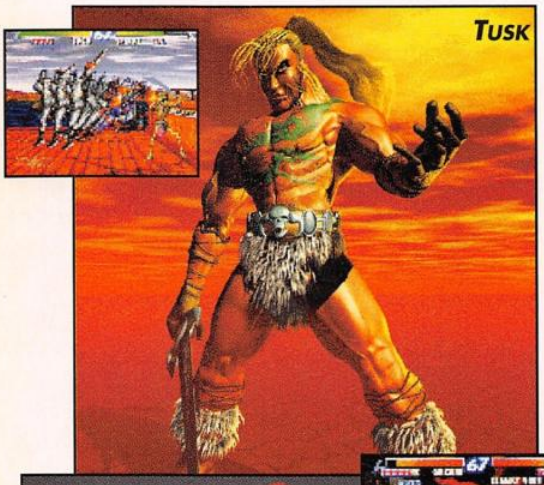
Details of the 64DD storage unit have become a little clearer in recent days. It will offer players the chance to save and (to an extent) customise their games, download games and other info from the Net and to save their Mario Paint and other creations for later resurrection. Saving games at critical points and then being able to transport the cart to friends' houses to show just how well you've done does have a certain appeal. Similarly, customising settings to suit your own preferences without having to go through the options sounds like a good idea too, although just how useful this creature will turn out to be we have yet to see.

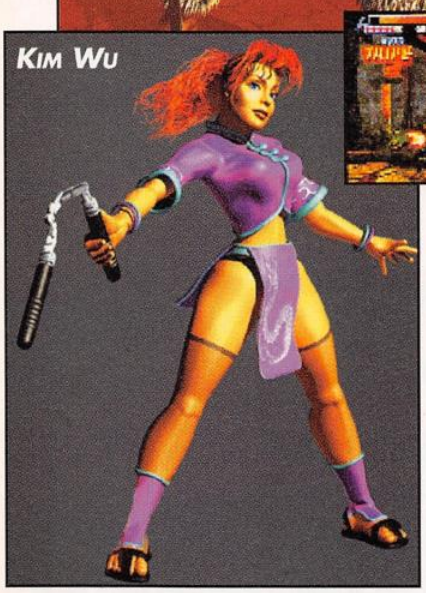
NEWS

MORE KILLING!

The eagerly awaited Killer Instinct 2 for the arcade market has just been announced by Midway Manufacturing and Nintendo. It's due for release into the arcades some time in February.

The first Killer Instinct game, still in the top ten list of games over a year since its release, was one of the most comprehensive and detailed combat games ever released so its sequel certainly has a lot to live up to. To do this, Midway have including plenty of new features and niceties such as the ability for the fighters to interact with elements of the backgrounds giving the game whole a new dimension. The latest graphics and storage technology have been utilised to make this a sure-fire hit.





There'll be three new characters making an appearance too. Kim Wu is a nunchucka-brandishing martial arts expert while Maya is a barefoot jungle fighter with a weakness for knives and leopard skin clothing. The third new character is the sword-wielding barbarian Tusk. All the old favourites are there too but when you play them now you'll have the daunting prospect of mastering up to one million new powerful combo moves! An interesting new feature is the Power Up Bar. This has the effect of rewarding the most aggressive player regardless of their current strength. When this bar reaches a particular level, special moves can come into play.

As we mentioned in the January issue, Rare are continuing to work on their new KI game for the NU64. It's hoped that many of the new features seen in the arcade sequel will be present in this version as well.

MANGA AT THE MOVIES!

Manga is always at its best on the big screen so if you want to see it in all its glory take yourself down to Chinatown Cinemas this month. They're showing four of the genre's jewels over the next few weeks: the previously unreleased masterpiece 'Ghost in the Shell' (M), 'Wicked City' (R), 'Fist of the North Star' (M) and last year's spectacular 'Gunhead' (M). Scheduled dates are March 1 at Chinatown Cinema at Picadilly Square (cnr of Lord and Short sts) and March 8 at Chinatown Cinema, 270 Brunswick St, Fortitude Valley.

At the time of going to press it was unclear which films will be shown at which venues so phone before you go. Picadilly Square – 325 4462. Fortitude Valley – 852 1464.

MANGA VIDEO

MAD ABOUT MANGA?

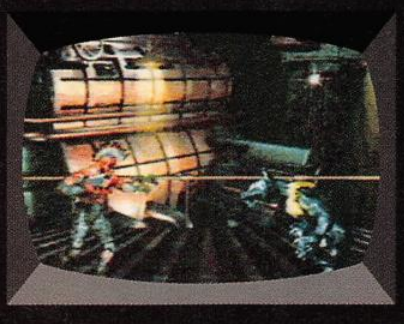
If you live in Western Australia and you're well into Manga/Anime but don't know where to go or who to contact about your passion and then maybe JAFWA is the place for you. Japanese Animation Fans of Western Australia is a group of like-minded Manga devotees who meet regularly at the University of Western Australia. Every Saturday afternoon (expect for the first Saturday of the month) between 5.15pm and 10.15pm they converge at the Simmons Lecture theatre at UWA. Stump up $3 at the door and you too can see the latest screenings. For more information contact: Tom Edge (Tel: 09 245 3587) or Michael Beckmann (Tel: 09 430 4314).

COMING SOON: SPIDER'S WEB INVESTIGATES WHAT'S HOT AND WHAT'S NOT ON ALL THE BEST MANGA AND ANIME WEB SITES.

TAKE HOME THE WORLD'S NUMBER ONE ARCADE GAME

KILLER INSTINCT

- **TEN OPPONENTS.** Each with their own killer moves.
- **BONUS MUSIC CD WITH EVERY GAME.** Complete with 15 killer tunes.
- **3D RENDERED GRAPHICS.** Only on your Super NES. Seeing is believing.
- **48 HIT COMBO.** Get on the wrong end of one of these and you'd better know how to pull off a combo 'breaker'.
- **LEARNS YOUR FAVOURITE MOVES.** It's human brain vs artificial intelligence. So the more you play it, the tougher it gets.



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SUPER NINTENDO ENTERTAINMENT SYSTEM **PREVIEW**

HUNGRY DINOSAURS

Feed me!

You know Yoshi, the dinosaur who helps infant Mario, eats eggs, and who at one time starred in his own eating bonanza 'Yoshi's Cookie'? And you know Pac Mac and his allies and relatives, who travel around a grid or maze chomping items in their way?

Sunsoft have come up with their latest offering in the Puzzle-and-Wacky-Characters game genre, and yes, you might just feel you've seen all this before. That's not to say this isn't a playable, demanding and otherwise entertaining game, but first impressions suggest a touch of a rip-off here.

Jurassic Omelette!

The idea behind it is certainly familiar enough. Your character, a green dinosaur, has to eat the other dinosaurs' eggs while laying her own in a trail behind her as she moves about the playing area. In the forty seconds available this chase around the grid has to result in your chomping critter having a larger total than the enemy. If this was just a case of running fast this preview would end here, but the interest level does rise as obstacles, and the opportunity to change all your opponent's eggs to your own at the very last minute, raise it a bit above initial expectations. Up to four players can compete with the Multi-tap, while the Tag Match mode allows pairs to team up against each other.

Get your rocks off!

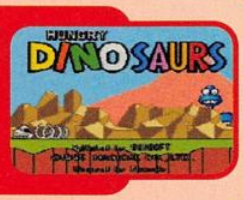
There's a number of obstacles. Volcanos shatter any eggs in the eight adjacent squares when they erupt, and rocks... well they're just rocks and you know what we think of them! Apart from these, wee Natives dash around the edges of the playing area, keeping time and, later in the game, intruding by breaking your precious eggs just when you don't want them to. Little sods!

Walking on eggs!

We haven't yet played this long enough to give a fair assessment of its worthiness, although as standard puzzle fare it seems OK. The characters are quite lively and there's enough happening on screen to appear interesting in a Wario Woods/Yoshi's Cookie/Hebereke's Popoitto sort of way. With that in mind it should appeal to lovers of those titles, but whether it contains any more we shall just have to wait and see.

GAME DATA

- **GAME:** HUNGRY DINOSAURS
- **BY:** SUNSOFT
- **RELEASE:** OUT NOW
- **GAME TYPE:** PUZZLE/ACTION
- **PLAYERS:** 1-4
- **CART SIZE:** 4 MEG



KALL TO KOLLECT!

TAKE UP THE CHALLENGE!

There's no need to fight over the latest top game from Nintendo – here's your chance to snap up your own copy!

Every day for five weeks from 11th February Nintendo and NMS are giving you the chance to win a copy of the year's hottest game: ***Donkey Kong Country 2 - Diddy's Kong Quest.*** *But that's not all! There'll be a* ***SNES System*** *up for grabs each week as well!*

All you have to do is ring the phone number in your area and play the Game Line Challenge by answering a few simple questions and leaving your personal details.

It couldn't be simpler! So what are you waiting for?

PICK UP THAT PHONE AND KALL TO KOLLECT!

GAME LINE NUMBERS!

Choose the number in your area and call today!

Queensland Regional	0055 31 672
Queensland Metro	0055 31 673
NSW Regional	0055 31 674
NSW Metro	0055 31 675
Victoria Metro	0055 31 900
Victoria Regional	0055 31 901
Tasmania	0055 31 902
South Australia	0055 31 903
West Australia	0055 31 904
Northern Territory	0055 31 905

Telads Communications 70¢ p/min Higher Rate from mobile and public phones. Maximum call in Victoria costs 50¢, 1 prize only. Make sure you get permission from whoever pays the phone bill before you call!

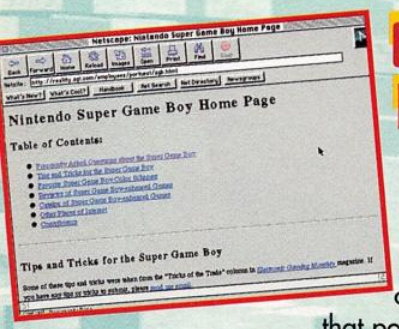
Brought to you on behalf of Nintendo Pty. Ltd. and NMS by Indigo Marketing, Victoria.

SPIDER's web

catalyst@popmail.dircon.co.uk

As I promised you last month, I've been checking out all the Nintendo hardware related sites on the World Wide Web. Here's a bit of a taster of what I came across on my travels down the Info-Highway.

Because of the vast array of stuff on the Internet, if you do a search for sites relating to a broad topic (SNES for instance) you'll get an enormous list of things come up. This can be a good way of getting an overview of what's available but if you want specific information you're better off going to an individual site like the Nintendo Home Page (www.nintendo.com) or a software house page. If you do decide to look for stuff by console though, here's a few of the sites you'll come across.


Netscape: Nintendo Super Game Boy Home Page
Nintendo Super Game Boy Home Page
Table of Contents:
Tips and Tricks for the Super Game Boy

Game Boy

When I did a search for "Game Boy" one of the sites that popped up was the Game Boy Archive (http://www-uk.hpl. hp.com/people/ange/archives/ gameboy-archive/0000.html). This is largely an E-Mail site, where you can mail in questions and if anyone knows the answer they'll mail it back to the same site for everyone to look at. Alternatively, if you spot a question that you know the answer to you could always mail the solution yourself. You'll pick up loads of tips, tricks, gossip and info here and if you visit regularly you'll constantly increase your knowledge. If you're a techie and feel like hacking into your Game Boy (not to be recommended if you don't know what you're doing) you can even pick up some problem solving codes and de-bugging information.

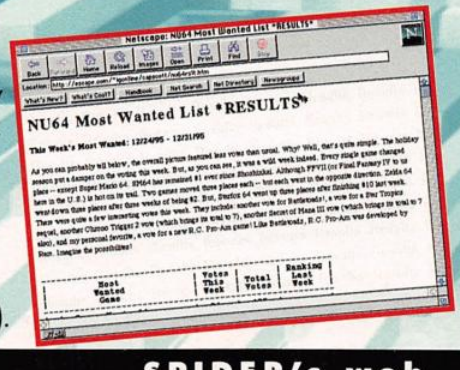
Another Game Boy site worth checking out is the Nintendo Super Game Boy Home Page (http://reality.sgi.com/ employees/portuesi/sgb.html). This is a fan-run site that includes the usual range of FAQs (Frequently Asked Questions) and tips. But as well as all this standard stuff, there's also some really novel bits like a 'fan's favourite colour schemes' area! You'll find lots of game reviews and a pretty comprehensive catalogue of games too.

NES

Although the old NES isn't as popular now as it once was there's still a lot of interest in it. The best place on the Net to find info on your old 8-bit machine is NEW World (http://www.aalborges.dk/~ilq/). This is, it claims, the only real NES dedicated site but there's currently a message on it saying that it's due for closure in June this year. If you think it's worth them keeping it going, E-Mail them and let them know. The more people that do, then maybe they'll realise there's still a place for it. There's pretty much everything you could want to know about all things NES. FAQs, tips, codes, special features and a games catalogue are just some of the goodies on offer. You can also take a look at screenshots and instruction manuals as well as a Mario Art Gallery!

Super NES

I found it pretty hard to find a decent site that was dedicated to the Super Nintendo alone. Because this console is the main area of Nin interest on the Net there's an almost inexhaustable supply of sites featuring SNES games and you're probably better off searching for particular games that interest you instead of doing a global search for "SNES". If it's specifically hardware information you're after the best starting point, as always, is the Nintendo Home Page and if you don't find what you're looking for here, you can always take a look at some of the many 'Other Cool Sites' listed.



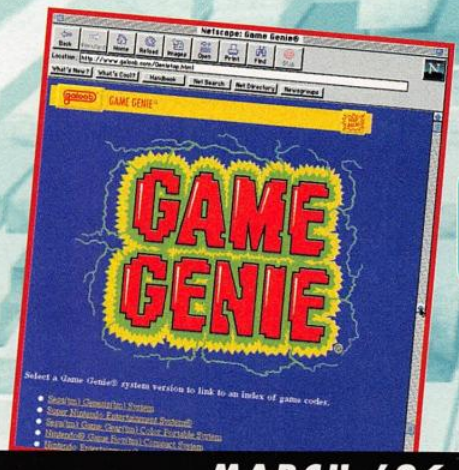
Nintendo 64

I've mentioned before about the enormous number of NU64 sites and you'll find most of them pretty easily but one that caught my eye was the NU64 Most Wanted List (http://escape.com/~igonline/capscott/nu64rslt.htm). Here you'll find several charts of the most wanted games for the NU64. This is updated every Sunday from the E-Mail suggestions from visitors. So register your vote and check the scores each weekend.

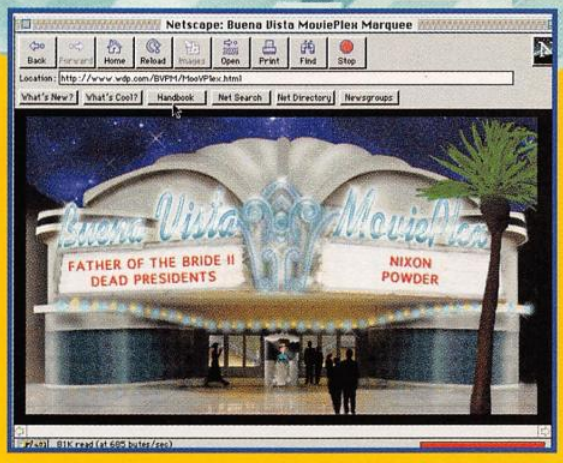
If you want to have a look at some forthcoming NU64 games in action though, I suggest you visit 'http://aprilia.imagine-inc.com/ng/ news/120495a.html'. Here you can download playable clips from many of the planned games for the new super console (if you have the ability to play them on your PC).

Other Hardware

If you're the proud owner of a Game Genie you'll be interested to know that Galoob Toys who market the device have their own site (http://www.galoob.com/Genietop.html). It's not the most interesting of sites to look at but it contains what's got to be the most comprehensive list of Game Genie codes available for SNES, NES and Game Boy. Well worth a visit.



site of the month

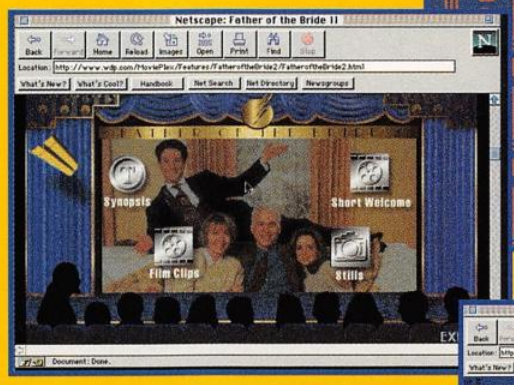


http://www.wdp.com/BVPM/MooVPlex.html

This month's Site of the Month is the Buena Vista MoviePlex Marquee. Updated regularly, it contains all sorts of stuff to do with the latest film releases from Touchstone Pictures and Hollywood Pictures. The opening screen (above) is the front of a cinema and to go in all you have to do is click on the doors. Obvious eh?!

When you get inside you'll see two studio posters on the far wall. To look at each studio's films just click and enter their lobby. I chose to look at the current Touchstone Pictures releases.

At each film site you'll see a menu screen with an image from the film as a backdrop. There's a range of stuff to look at here including a synopsis of the film, movie clips and trailers and a selection of stills. I looked at the stuff about "Father of the Bride II". Yes I know, another sequel, but it's just an example!



The Synopsis option gives you, surprisingly enough, a complete storyline of the movie and a list of the production team.

Netscape: Father of the Bride II - Stills
Location: http://www.wdp.com/MoviePlex/Features/FatheroftheBride2/Stills.html?1,0-0,0,0,-0
What's New? What's Cool? Handbook Net Search Net Directory Newsgroups
PRODUCTIONS STILLS
Color JPEG 56 Kbytes Father of the Bride II One Sheet
Color JPEG 72 Kbytes Picture One
Color JPEG 56 Kbytes Shortly after the startling announcement that his daughter Annie (Kimberly Williams, second from right) and son-in-law Bryan (George Newbern, right) are expecting their first child, George Banks (Steve Martin, second from left) is thrown for a loop by the same news from his wife Nina (Diane Keaton, left)

The Film Clips section is great. Not only is there the usual range of film trailers that you'd expect at a movie site, but there's also a huge list of scenes from the film that you can download and watch at leisure. As well as clips from the films themselves, you can also take a look at a whole range of interviews with the cast talking about all sorts of different topics related to the film.

If you haven't got the ability on your PC to view these film clips properly then don't worry – you don't have to miss out. There's a huge number of stills from different scenes in the film as well. Some are bigger than others though, so check the size before you download them.

If it's just information about the film that you're after and you're not fussed about seeing all the visual stuff then choose the 'Text Only' option at the beginning. That way the access time will be a lot quicker on all the pages and you won't have to worry about running out of memory!

You'll find quite a few cinema related sites on the Net if you look for them. This one is pretty representative but it has a really nicely thought out interface.

coming soon

THE TRUTH IS OUT THERE!

Next month we branch away from Nintendo and look at the cyberspace world of cult television. So whether it's The X-Files, Star Trek or The Twilight Zone you're into, watch this space...

TURNING UGLY!

Do you think violent games make you violent or aggressive?

Is there too much violence in computer games? Just lately we have been bombarded with beat 'em ups, offering a whole host of gruesome moves and 'make friends quickly' weapons! But do we really need all this fighting on our screens? Why do we get such satisfaction out of kicking some poor bloke's head in then finishing them off in the most violent ways possible!?

Out of this blood-lust grows another thing that's reared up in these pages before: the increase in violent games is apparently matched by more aggressive behaviour out on the streets and in parks and school yards. What's the connection? Steve and Alan try not to draw blood in their attempt to consider the issues.

Steve

There's nothing really new about these concerns and the games that spawn them. It was the Streetfighter series all those years ago that started people really talking about violence in games when the whole world seemed to over-react to a selection of animated freaks knocking various lumps of crap out of each other! Its main rival was the infamous Mortal Kombat trilogy that has served to pour fuel on the fire for some years. The questions were not raised just because of the gory special effects or the finishing moves, it was the general attitude of the game that was disliked in some quarters. Here was a game all about hurting people and inflicting as much damage as possible, and following some public outcry, the game was given a 15 certificate in many countries. It is doubtful this would have made any difference really, as big brother or sister could easily buy it and pass it on! Having said that, it seemed to keep the censors happy for a while.

Over blooding the pudding?

It's not just beat 'em ups that have caused controversy. Shooting games like Wolfenstein and Doom have always had an overtly psychotic edge to them, with eerie soundtracks and gory, graphical death scenes. But the makers have always refused to take the blood and shackles out, maintaining that all the gore is necessary to add a touch of 'realism' to the game. Their argument is that it's OK to have violence as long as it does not detract from the true aim of the game, and that anyone playing such games has a good grip on what is real and what is not anyway.

Shoot your mouth off!

I have to agree. I really can't take the idea seriously that millions of (or even just a few) kids out there are responding to small digitised figures with fake blood by beating each other up. How real are these figures? How many people do you see running away screaming from a couple of sprites dancing about on your TV screen? Kids have always played rough, and even when toys like guns were banned by heavy-handed parents, they soon found sticks or other toys to use in their place. None of them ever believed they had real guns, even when they were allowed the toy ones.

Yeah, yeah, yeah...

I think we've heard all this before – TV was supposed to numb brains; videos were going to spoil a generation; films have been banned in case they corrupt and deprave. Society today is a fairly safe place to be. Take a look a bit further back into various times in history if you want to see some real violence and depravity, when confrontation and the risk of injury was a daily occurrence. I expect some new media invention was blamed for all that too.

Kids under threat

Film blamed f

t's to

Boy, 12, killed in 'game

Much

Copycat killing

Riots a serious thr

says police chief

Bullies rage i

Drugs and

or violent

Alan

Oh, come on Steve, let's be realistic! As we all know, violence breeds violence and younger players can be influenced quite easily by computer games, even if big kids like us can take them or leave them. However, we all know that computer games are not the only culprits. Videos, films and even the news on TV subject consumers to certain levels of violence, and the big question is: are games companies right to add to the general trend by developing more and more fighting based games?

Read the papers!

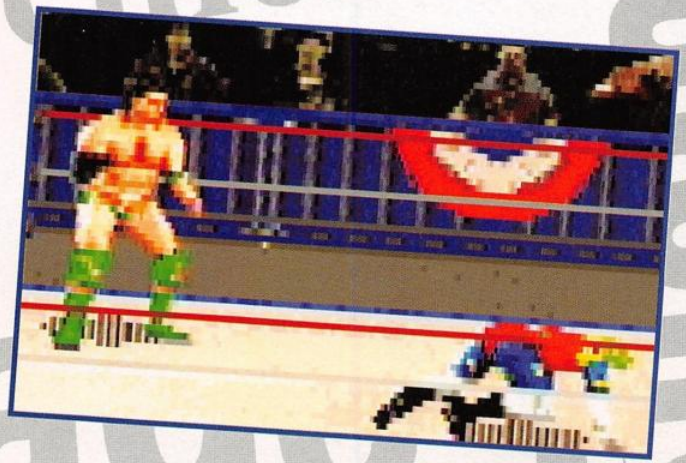
I know that there's no conclusive evidence that links violent behaviour to these games, but common sense tells you that too much of a good thing can be bad for you. If you read the papers, acts of violence committed by children to other children has been steadily increasing over the past few years.

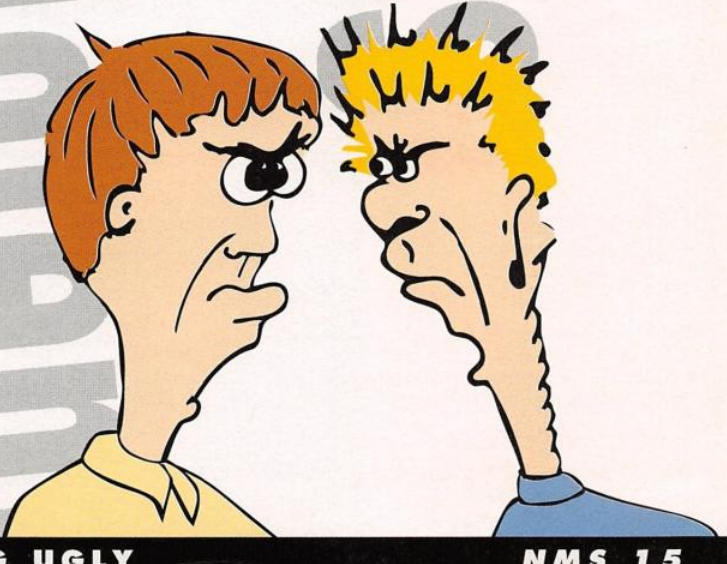
Simply the worst

What really bothers me about the whole thing is the fact that these games are extremely popular, and no self respecting games company is going to stop making games which are appreciated by a huge market. The main fear is that there will soon be loads of beat 'em ups on offer, which may detract from other really good games which are worth your attention. OK, Killer Instinct and MK3 are both superb conversions and definitely worth investigation, but even they don't test your playing skills like Yoshi or Earthworm Jim. There's just not enough variety in a combat game to do that.

Still some doubts

I don't wish to sound like a bore, far from it! I know the sense of satisfaction in pounding some poor sprite into oblivion on the screen and watching all that lovely blood spurt copiously onto the carpet, then finishing them off in the most gruesome ways imaginable! But a corner of my brain still retains a few doubts about the effects of it all upon the susceptible amongst us, and there are people out there who really do inflict some serious damage with no apparent remorse or recognition of their actions.





REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC
- **BY:** Acclaim
- **RELEASE:** NOW
- **GAME TYPE:** Action/Fighting
- **CART SIZE:** 24 MEG

GAME FEATURES
- **PLAYERS:** 1
- **HEAD TO HEAD:** No
- **BATTERY BACKUP:** No
- **CONTINUES:** Yes! Lots!
- **OPTIONS:** Controls

GAME INFO
- **GAME ORIGIN:** Based on the American comic book hero
- **GAME DIFFICULTY:** Hard
- **FIRST DAY SCORE:** Climbing level
- **ALTERNATIVES:** Separation Anxiety, Maximum Carnage

GAME CONTROL
- **RESPONSIVENESS:** Poor

(A) Light kick

(B) Jump

(X) Heavy punch

(Y) Heavy kick

(L/R) L - Weak punch
R - Block

(S) Start: Start/Pause
Select: Nothing

GAME CREDITS
- **DEVELOPED BY:** Software Creations
- **DISTRIBUTED BY:** Roadshow New Media
- **MADE IN:** UK
- **ARTWORK:** Acclaim

SPAWN

YOU are the Spawn, agent of the Darklands. You used to be called Al Simmons, well that was what your wife called you, and you used to work for the government security agency.

That was until your so-called friend and mentor shot you in the back! But you did not die. Instead, Malebolgia, Supreme Lord of Darkness has your soul! Every 400 years Malebolgia chooses someone to be his evil agent on Earth, his plaything... his Spawn.

You thought you had a deal with him. All you wanted to do was see your wife, but every deal has a price. That price to you is torture.

Even though you have amazing supernatural powers, they are limited in their supply. Once they're gone, your soul is lost forever to him. So to use your powers against evil takes you one step closer to eternal damnation.

To keep your soul intact, you must withhold these powers, allowing evil to prosper. It's one hell of a dilemma, and it just can't get any worse than this! Can it?

CAPE FEAR!

ANOTHER FRENCH WEAPONS TEST?

SPAWN

BIG IN AMERICA

Todd McFarlane's Spawn may not mean much to everyone, but over in the good ol' US of A the frog fancying super hero is the star of one of the biggest selling comics in the past two years! Apparently there is also talk of Spawn appearing in his very own live action movie and animated cartoon! Spawn is the latest in a long line of comic book heroes to try their luck in computer games, and as usual it's a left to right side-scrolling beat 'em up in the Spidey and Incredible Hulk style. But has the comic book character got what it takes to cut it in a video game? Mmm, we'll see...

THE STORY SO FAR...

Spawn was in fact a government spy who was killed out on a mission. Ever aware of the money in comic book heroes, Malebolgia, Lord of the Darklands kitted him out with a symbiotic suit and a whole host of strange powers! The story starts with 13 children being abducted by someone called the Mad One, who holds the little darlings hostage down town in a disused warehouse and, you've guessed it, no one can find them so it's down to our hero to save the day!

98...99...100... COMING, READY OR NOT!

TAKE THAT FART FACE!

THE BAD GUYS

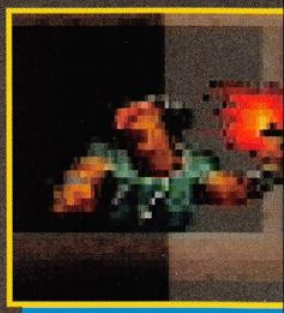
The action takes place in down-town New York where Spawn whiles away the hours by knocking over every villain who gets in his way. He has a variety of special moves at his disposal: shoulder charges, spinning punches and kicks as well as a very nice line in fireballs! He must fend off all who block the way, ranging from the pathetically weak to big blokes with steel bars and even guys who throw petrol bombs out of windows! Naturally Spawn takes all this in his stride until it comes to the bosses! For some reason, the bosses in Spawn are incredibly difficult to beat and the sluggish controls certainly don't help much. Maybe that's why there are so many continues in the game.

NO ESCAPE

It's not just the hoards of gangsters that Spawn must contend with. In later levels there are plenty of obstacles that he must negotiate. In some he must use his climbing skills to scale walls while unseen villains fire at him! The aim is to reach the target without being shot to pieces in the meantime! However, Spawn's highly unfashionable cape does help out in this department, protecting him from bullets and blocking villains' punches!

OVERTKILL

This big, bald and rather nasty piece of work is in fact a Mafia designed cyborg specifically designed to kill Spawn! Apparently the Mafia think that Spawn is Terry Fitzgerald, a friend of Al's who was very considerate and married his wife when he 'died'!



BRING 'EM ON

Spawn is host to some of the meanest end of level bosses ever seen in this type of game. Remember, there are hundreds of ways to die, just choose one...

ANGELA

As well as making cameo appearances in Jane Fonda workout videos, Angela is one of the crusading angels who hunt down Malebolgia's henchmen in their quest to rid the world of all evil! She also destroyed the last Spawn incarnation and still wears his emblem on her headband. Her only weakness is an appalling taste in eye make up!

REDEEMER

One of the famous 'Warriors of Light' sent to Earth to destroy Spawn, this guy can change his shape or size in any way and shoot out a beam of light that penentrates anything in it's path . Also responsible for much trouser dis-colouring on certain levels.

VIOLATOR

Yet another of Malebolgia's less than attractive creations, this demonic creature preys on people's guilt and performs open heart surgery in an extremely gruesome way. Enjoy your dinner, sir...

THE MAD ONE

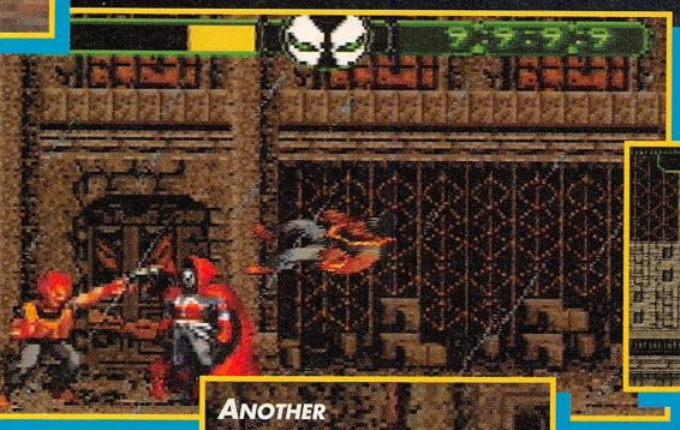
A renegade mutant whatsit who has taken it upon himself to destroy Malebolgia. In order to do this he has trapped 13 children inside an Orb of Purity and hopes to use this against the Lord of Darkness. Now there's logic for you!

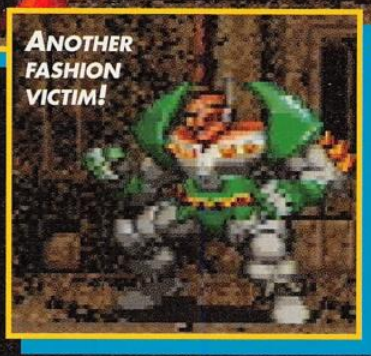
NEW BREED

A parasite created by Malebolgia which lives on the spirits of children. Unlike the violator, which feeds off guilt, the New Breed feeds off innocence. Gadzooks! The fiend thinks of everything!

THE BUTCHER

Fat, ugly, smelly bloke who was placed in an institute for the criminally insane for horrendous crimes against children. Couldn't you just take him home to meet mother?

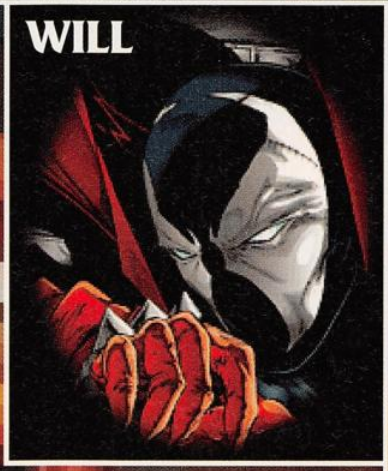




MALEBOLGIA

The main man in all his glory! The supreme Lord of the Darklands is the very essence of evil on Earth. Every 400 years, he creates a Spawn to entertain his whims and carry out his evil doings! The swine!

COMMENT



To be honest, there's nothing wrong with Spawn the video game, it's just that we've seen it all before. Sure, the graphics are fine, with detailed backgrounds and nice looking sprites, but the animation and control response leave a lot to be desired. I struggled with the heavy-handedness of the controls at various crucial stages. It's a little inconsistent too in having the bosses so tough after a fairly easy ride to get to each one. All in all this wasn't the satisfying challenge it could have been.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	■	■	■	
ACTION	■	■	■	■
CHALLENGE	■	■	■	
REFLEXES	■	■		
ORIGINALITY	■			

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	■
DAY	■	■	■	
WEEK	■	■	■	
MONTH	■	■		
YEAR	■			

GRAPHICS

▲ Bright, detailed backgrounds along with cool looking bosses!

▼ The animation is a bit ropey in places!

80

SOUND

▲ Crisp, clear soundtrack with good sound effects.

87

PLAYABILITY

▼ The controls are heavy and special moves are difficult to perform.

65

LASTABILITY

▲ Should hold your attention for quite some time. It's a challenge to say the least!

72

OVERALL

Stylishly presented, good looking game that's let down by ponderous gameplay!

73

DONKEY KONG PLAYERS' GUIDE

DONKEY KONG COUNTRY 2™ DIDDY'S KONG QUEST™

Get ready for the final part of our guide to Donkey Kong Country 2 – Diddy's Kong Quest. Last month we took you through the Gangplank Galleon, the Crocodile Cauldron and Krem Quay, introducing you to some of the good guys and the bad guys you'll meet on the island as well as showing you which bonuses and power-ups to keep an eye out for. And now, the conclusion...

KRAZY KREMLAND (PART 1)

KABOOM

They're sly old dogs these Kremlings! This one'll hide in TNT barrels. Don't push him or he'll blow his stack!

HIVE LEVEL SWAMP LEVEL BOSS LEVEL

CAT 'O' NINE TAILS

He looks cute and cuddly but you can't judge a cat by its fur! He'll whip you up in his tails and set you in a spin if you get too close! You'll find him terrorising the Swamp Level.

RAMBI THE RHINO

Rumbling rhinos! He's back and he's tougher and meaner than ever before. He grunts, he growls, he stampedes, he carries apes about! Jump on his back and use his super-charge attack to see off K.Rool's crew.

KLICK-KLACK

These unpleasant little beetles won't just roll over with their legs in the air if you only jump on them once. They need a second pounce to finish them off. If you're not quick enough with the second hit, though, they'll speed up!

KRAZY KREMLAND (PART 2)

SHURI

Shuri's razor sharp arms will spin and spin. Take cover!

BRAMBLE LEVEL ROLLER COASTER LEVEL

BONUS BARREL

Not easy to find but they're worth looking for. Jump inside and prepare to be blasted to a bonus level.

TREASURE CHESTS

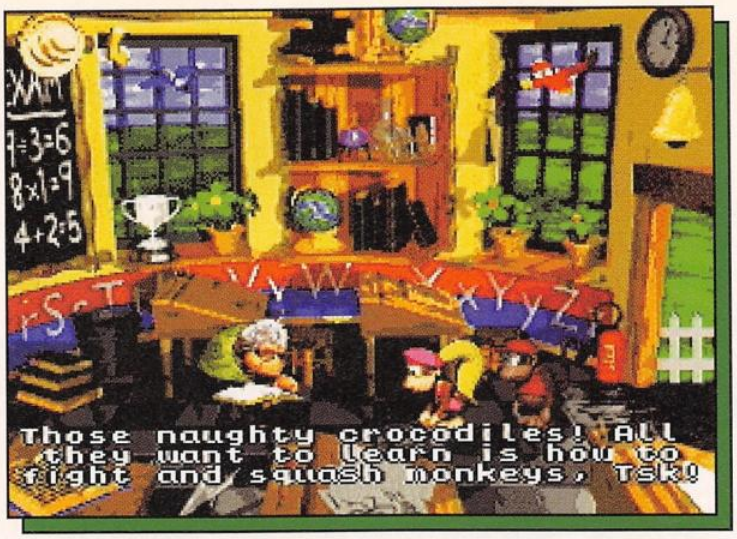
Like all good pirates the Kremlings stash their swag in Treasure Chests. They're tougher than barrels though so you won't be able to break them by dropping them on the ground but if you chuck 'em at a Kremling that ought to do the trick!

ANIMAL CRATES

If you break your animal friends out of these crates they'll stick with you 'til they're hit.

KABOING

These Kremlings are never happy with what they've been given are they?! This one decided he'd have much more fun if he had his legs removed and replaced by super spring-loaded peg legs.



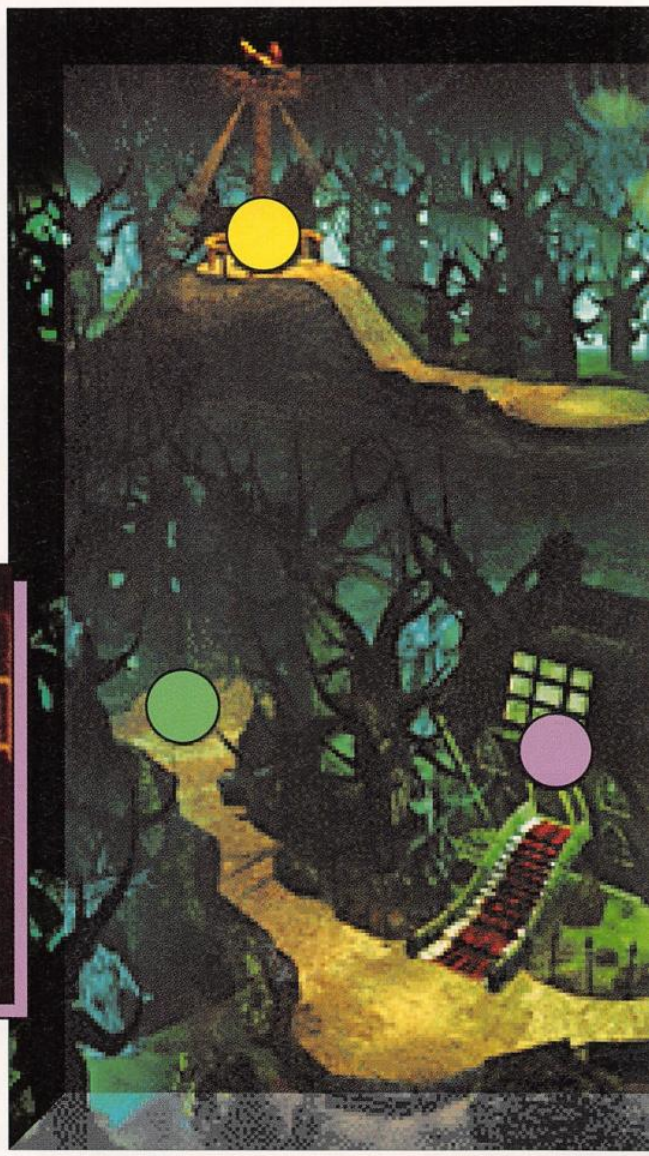
Wrinkly Kong

Cranky's wife is running the school on Crocodile Isle and she's got words of wisdom for you about your adventures. Drop in regularly and she'll give you your first save on each level for nothing.

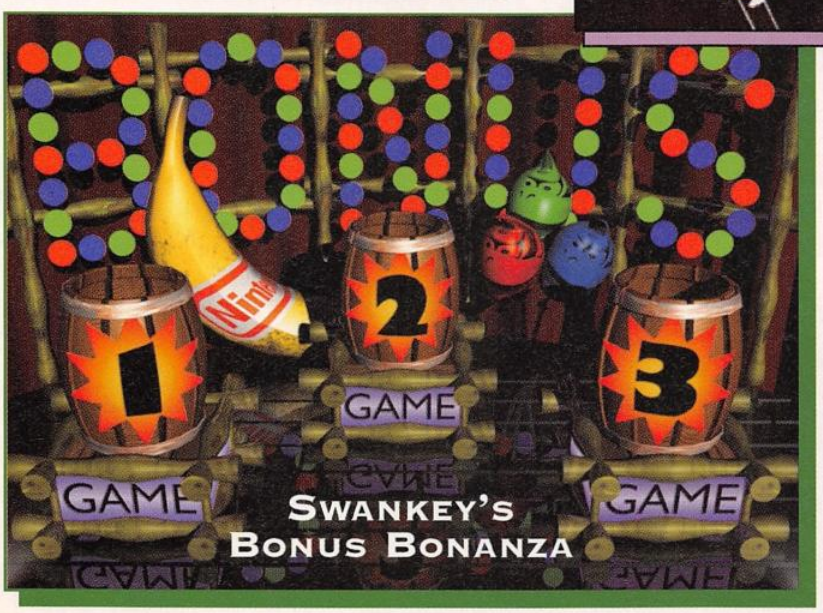
Kackle

This spooky skeleton hangs around Kremland's not so amusing Amusement Park. He'll hover behind your roller coaster just waiting for your time to run out! Try to jump tracks whenever you can to find hidden levels and bonus stages.

GLOOMY



Swamp Level Hive Level

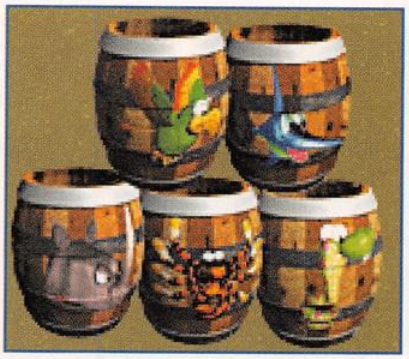


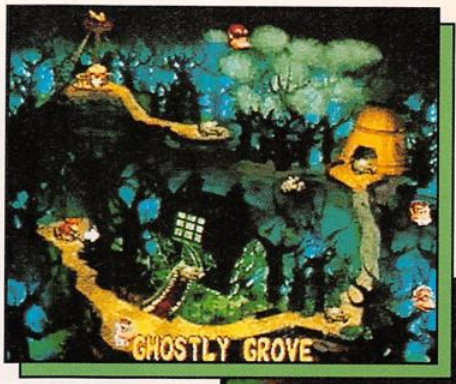
Swankey Kong

He's the host with the most and you can pick up extra lives at his Bonus Bonanza if you play your cards right!

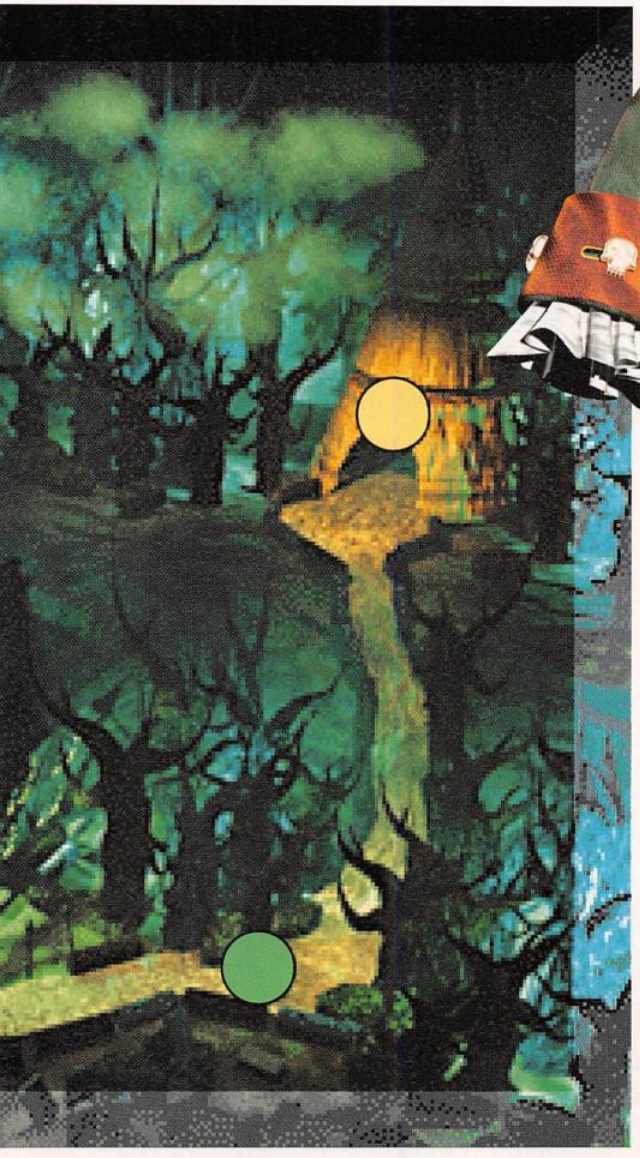
Animal Barrels

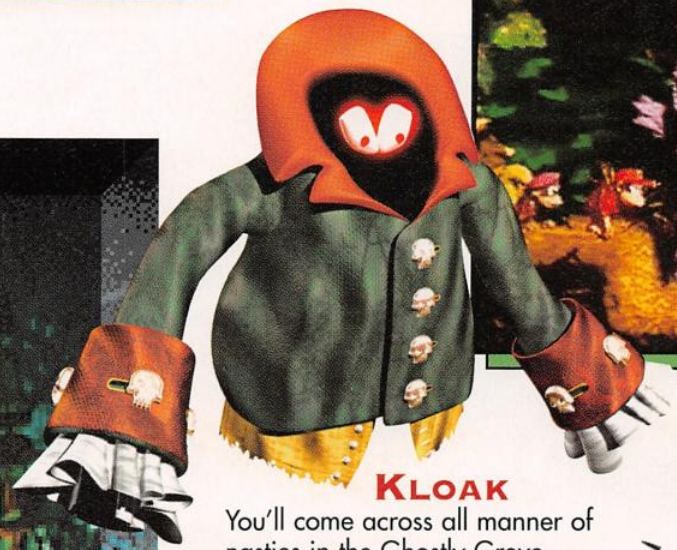
You'll get by with a little help from your friends! Leap into the barrel with the right picture on and you'll turn into that character for the rest of the stage.





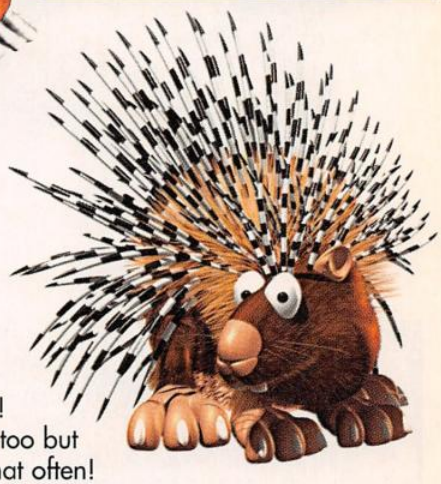
GULCH





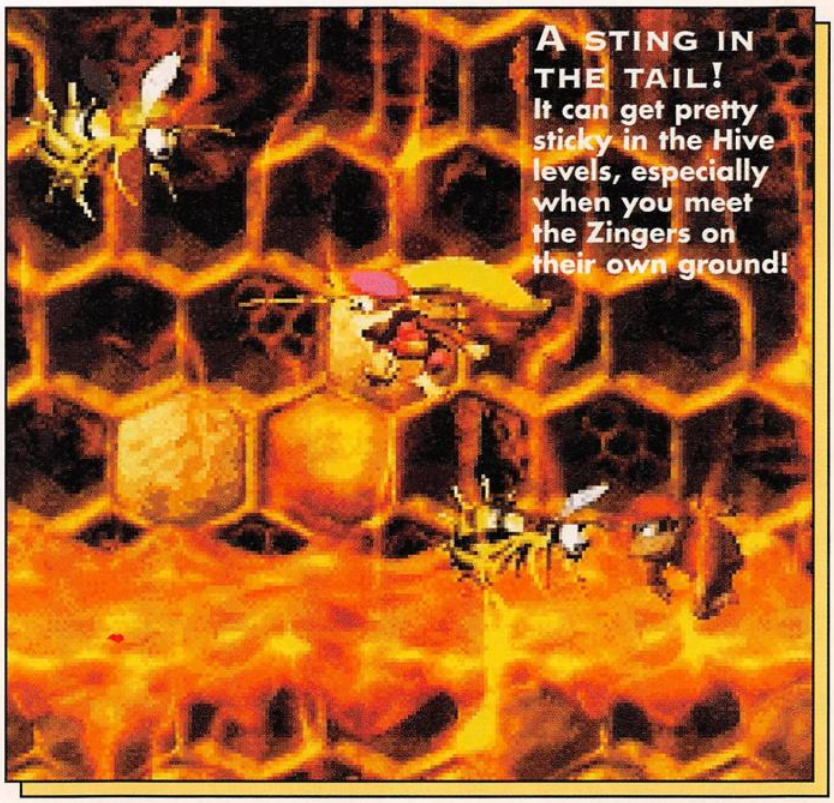
Kloak

You'll come across all manner of nasties in the Ghostly Grove including Kloaks, Spinys and Klampons. The Kloak apparitions will pop out of nowhere and use their spooky powers on you!



Spiny

A prickly problem this one! He's got a soft side to him too but you're not likely to see it that often!



A sting in the tail!
It can get pretty sticky in the Hive levels, especially when you meet the Zingers on their own ground!

Roller Coaster Level Boss Level

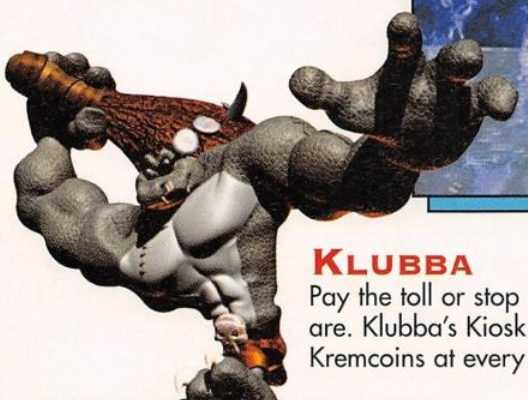
Extra Life Balloons

Keep your eyes peeled for these inflatable friends. Catch one and you'll get extra lives. You'll get one for a red balloon and more for green and blue ones.

CLAPPER

You'll need the help of your old pal Clapper again here. His icy spit'll let you walk on water!

K.ROOL



KLUBBA

Pay the toll or stop just where you are. Klubba's Kiosk demands 15 Kremcoins at every level.

KREM COINS

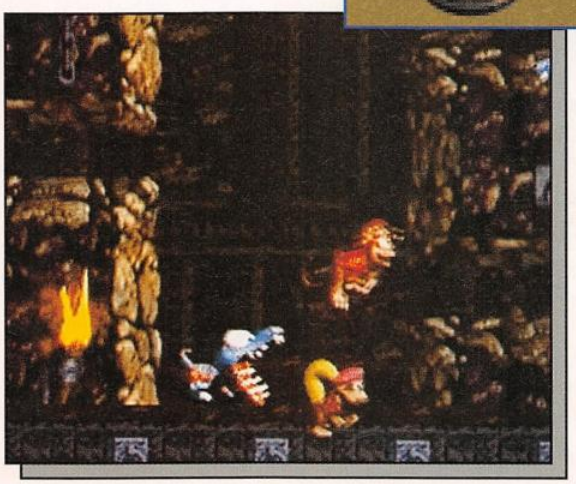
Pick these up whenever you can. If you don't pay Klubba's toll you're scuppered!

INVINCIBLE BARREL

Smash these barrels and get a burst of invincibility for a while. Watch out though, it doesn't last forever!

KLAMPON

Snap snap!! Klampons, the bigger and meaner brothers of Donkey Kong Island's Klaptraps, are after their pound of flesh!

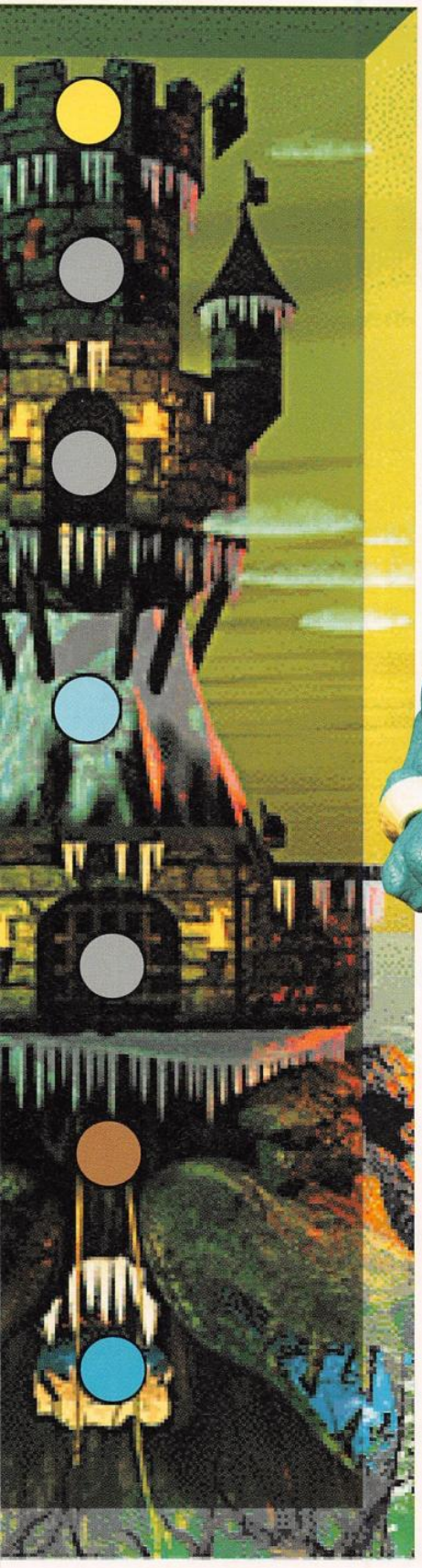


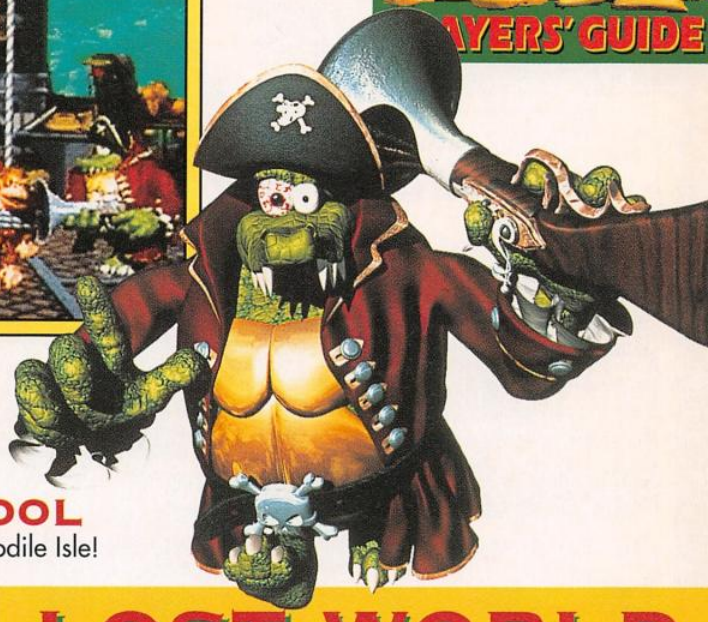
WATER LEVEL

MINE LEVEL

BOSS

S KEEP





KAPTAIN K.ROOL

The big bad boss of the Crocodile Isle!

LOST WORLD

KRUNCHA

He's a mean son of a Kremling, maybe even the strongest guy on the island. You don't stand much of a chance against him so keep out of his way!

COME ON! WE'RE NOT DOING ALL THE WORK FOR YOU!

CASTLE LEVEL

ICE LEVEL

LEVEL

REVIEW

GAME BOY

CART SPEC
- **BY:** Kemco
- **RELEASE:** First quarter '96
- **GAME TYPE:** Platform puzzle

GAME FEATURES
- **PLAYERS:** 1
- **HEAD TO HEAD:** No
- **BATTERY BACKUP:** Yes
- **CONTINUES:** 5
- **OPTIONS:** Passwords

GAME INFO
- **GAME ORIGIN:** Inspired by Disney's classic character
- **GAME DIFFICULTY:** Medium-hard
- **FIRST DAY SCORE:** First boss (stage 10)
- **ALTERNATIVES:** Adventures of Lolo, Mario Picross

GAME CONTROL
- **RESPONSIVENESS:** Average

(A) Jump/Use item

(B) Use Magic Wand

(S) Start: Start/Pause

(S) Select: Item screen

GAME CREDITS
- **DEVELOPED BY:** Nintendo
- **DISTRIBUTED BY:** Kemco
- **MADE IN:** Japan
- **ARTWORK:** Disney

MICKEY MOU
Magic Wand

DIZZY WITH DISNEY

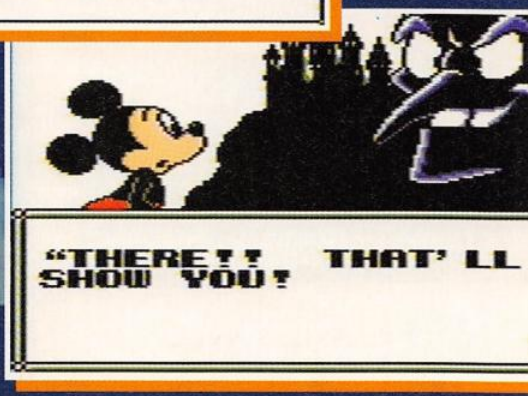
It seems like the video game industry is suffering a severe bout of Disney-itis at the moment! We've had Donald Duck in Maui Mallard, Pinocchio and now Mickey Mouse, probably the most famous of all Uncle Walt's characters, teams up with Kemco to appear on the Game Boy with a smart little puzzle game: Mickey Mouse V – Magic Wand.

EYE OF TOAD AND WING OF BAT... LOOK OUT MICKEY – YOU COULD BE IN THE STEW TOO!

DOWN THE PAN!

WHICH WITCH?

The world's most famous mouse is in trouble again! Mickey and his mates were making a hell of a racket down in the woods and managed to disturb the evil witch Yashja. She got a bit stressed out and immediately imprisoned Donald, Goofy, Minnie, Pluto and the rest in a fearsome castle! Mickey must rescue his buddies or they'll be trapped forever in this dark and gloomy place!



HAVE YOU EVER CONSIDERED A HEAD TRANSPLANT?

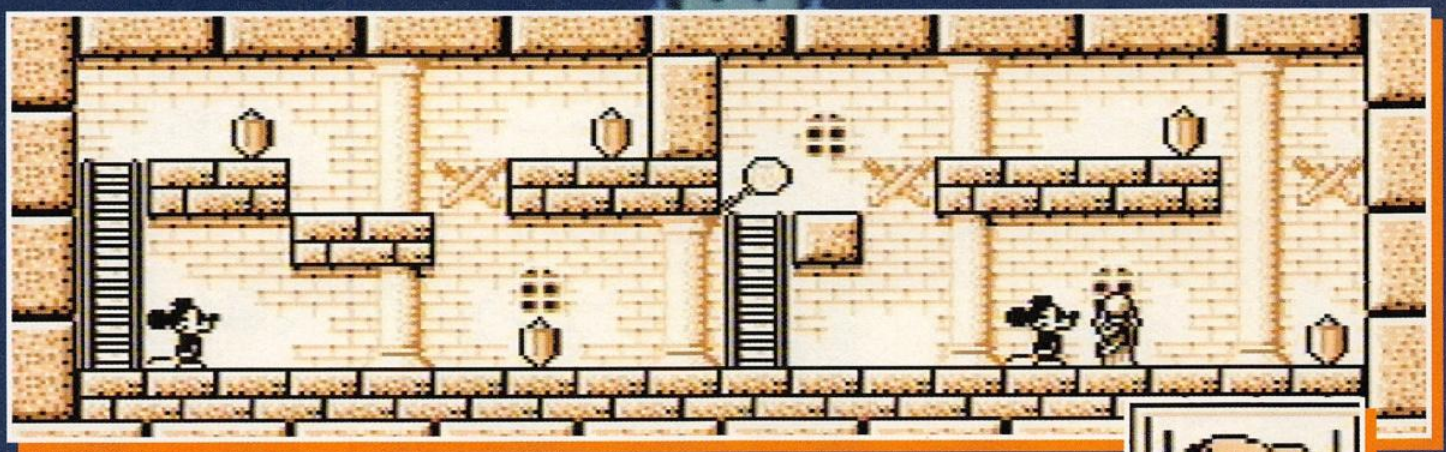
USE V

PUZZLE IT OUT

The aim of the game is to find all the pieces that make up a picture of one of Mickey's thirteen pals and complete each stage. These pictures are hidden in crystals which are scattered all round the castle and Mickey must find each crystal and wave his magic wand over it to find each part. But there's more to worry about than just playing with puzzles though. You'll have four stage bosses to contend with too, and as soon as these have been dealt with, Mickey will gain a new magic wand with more powers.

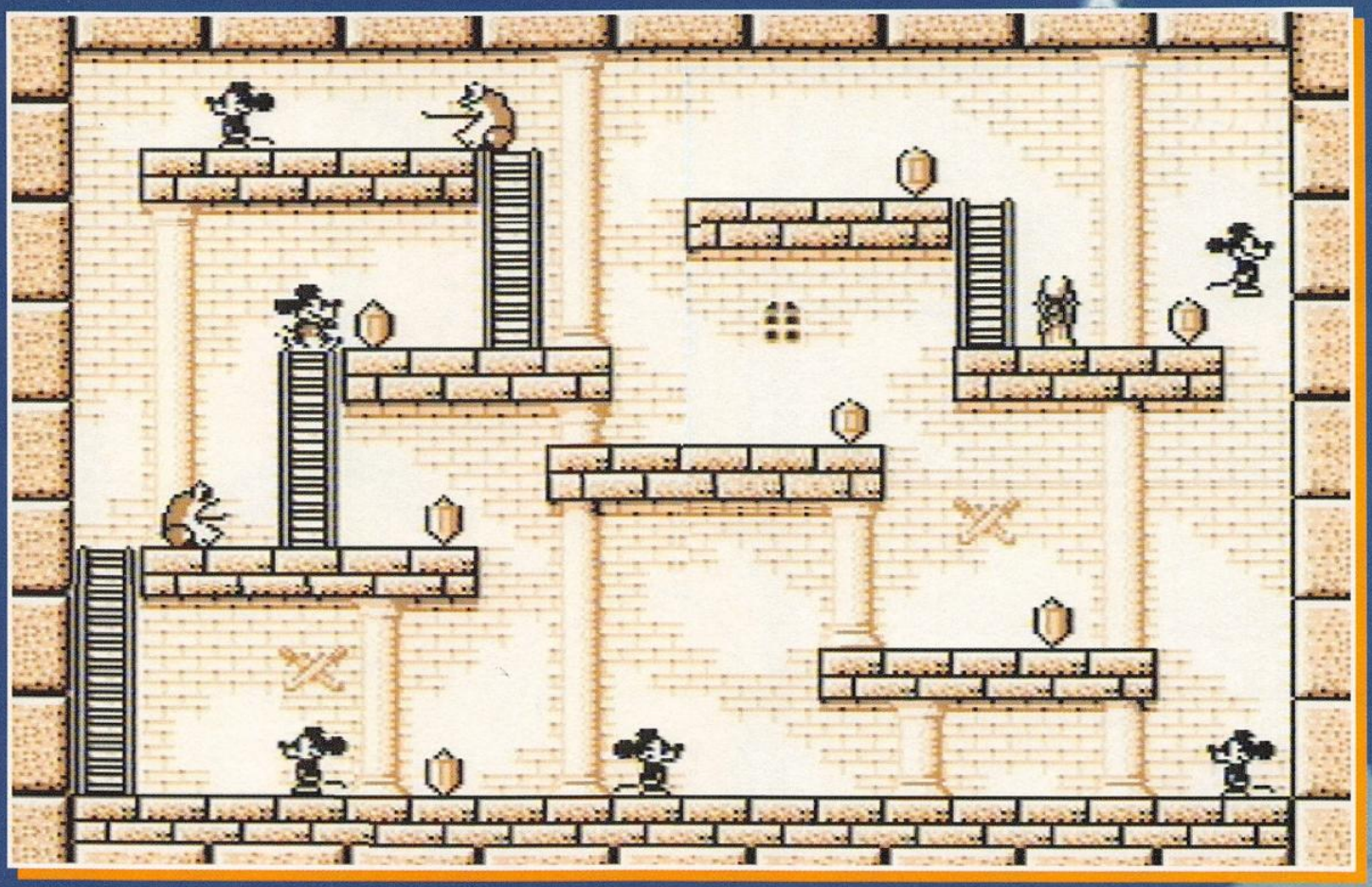
ER, MICKEY, I DON'T THINK THERE'S ANYTHING LEFT UP THERE!

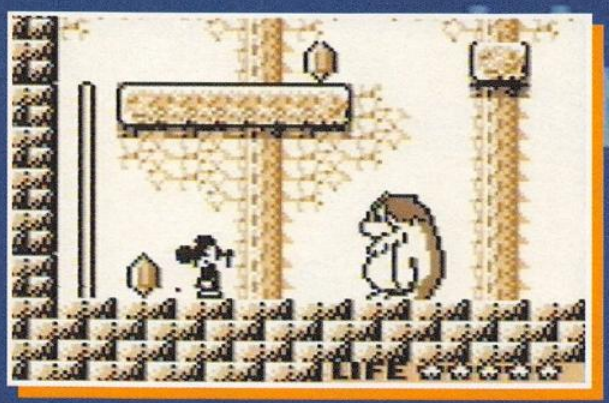
STAGE 1 MAP



First off things are easy enough. In this first stage you have to just find the pieces of Donald and dodge the beastly one at the end.

STAGE 2 MAP



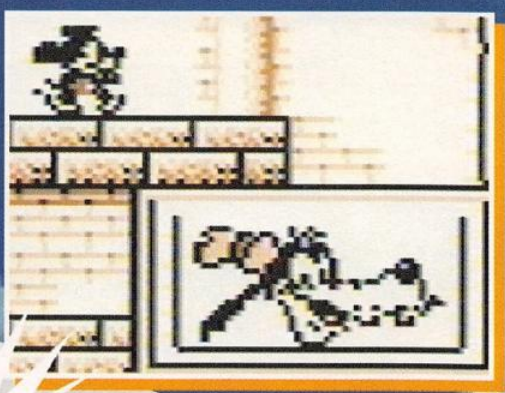


Goofy's the character to free in stage 2. Check out the map above to find all the crystals.
After a couple of levels things get a bit more complicated and assorted baddies harass and chase our rodent friend up and down the levels. In later stages more and more dodgy features are revealed, with water, ice, crumbling blocks and elevators to negotiate.

DANGEROUS GAMES

Naturally there are plenty of fiendish traps and baddies ready to stop Mickey reaching his goals. Some of the bad guys you'll have to battle with are frogs, bats, sneaky skeletons and snakes, fire spirits and the dreaded witch. They're best beaten by throwing apples and blocks of ice that Mickey finds hidden, but can also be dodged and jumped over if his lifeblood's getting thin.

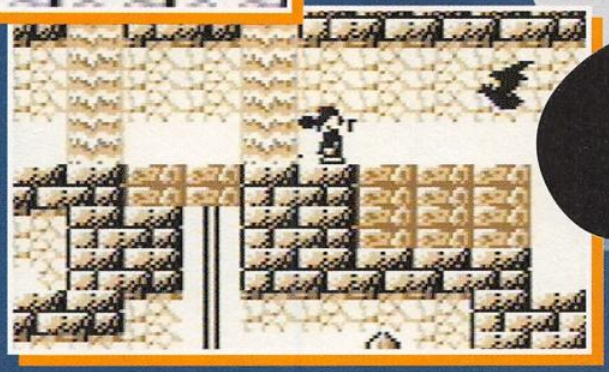
WELL THAT'S GOOFY SORTED. WHO'S NEXT?



CHRIST BUT YOU'RE ATTRACTIVE! CAN'T WE GO SOMEWHERE AND LIVE IT UP A LITTLE?

WIGGLE YOUR WAND

At the end of each zone Mickey gets a new magic wand. The first just reveals bits of the puzzles when it's waved at crystals. After that they become more and more useful: the second wand turns water into ice so Mickey can walk across it and dodge waterfalls; the third lets him make ice blocks as extra steps to reach those out-of-the-way places; and the fourth makes blocks he can throw to crack open walls and batter the bad guys.



MICKEY GOES IN TO BAT!

START UP A COLLECTION

Apart from revealing odd body parts of Mickey's friends, some crystals hide tokens our hero can use to defeat his enemies. Music boxes stop them moving while apples increase Mickey's strength and double up as weapons. Cakes and candies give extra life while keys give him access to drawbridges.

I'M SURE I'VE BEEN UP HERE BEFORE!

COMMENT

ALAN

Mickey's Magic Wand is a platform puzzler in the same genre as Mario Picross and the Adventures of Lolo. As such it compares fairly well to both of these, but it has characterisations and story lines that the others don't that give it the edge. Whilst the first stages are relatively straight forward and without surprises, once you get on to the later levels it becomes a fairly complex affair and the puzzles can be pretty tough. Overall, I enjoyed this one. Don't be put off by its simple appearance – it makes a good addition to the Game Boy puzzle game stable.

REVIEW

GAME BOY

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	■	■	■	
ACTION	■	■		
CHALLENGE	■	■	■	
REFLEXES	■			
ORIGINALITY	■	■	■	

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	
DAY	■	■	■	
WEEK	■	■	■	
MONTH	■	■		
YEAR	■			

GRAPHICS

▲ Pretty basic really. Nothing much to write home about but they serve their purpose.

70

SOUND

▲ Sound effects are pretty good; music is a little cute, but it complements the game well.

▼ The Game Boy's speaker can't really do it justice.

79

PLAYABILITY

▲ After the first few stages are completed, the game takes some serious thinking about!

▼ Can get a bit repetitive after a while.

86

LASTABILITY

▲ There are enough levels in this to keep puzzle fans happy for a long time!

80

OVERALL

A good, solid puzzle game from Kemco that's suitable for just about any player, but ropey animation and a lack of originality lets it down! Still of interest to those who like a good teaser though.

85

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC
- **BY:** Time Warner Interactive
- **RELEASE:** Out Now
- **GAME TYPE:** Beat 'em up
- **CART SIZE:** 24 MEG

GAME FEATURES
- **PLAYERS:** 1-2
- **HEAD TO HEAD:** Yes
- **BATTERY BACKUP:** No
- **CONTINUES:** Infinite
- **OPTIONS:** Time, difficulty

GAME INFO
- **GAME ORIGIN:** Converted from the arcade hit
- **GAME DIFFICULTY:** Medium to Hard
- **FIRST DAY SCORE:** Conquered Urth on level 4!
- **ALTERNATIVES:** Killer Instinct, MK3, Streetfighter

GAME CONTROL
- **RESPONSIVENESS:** Very Good

(A) Low fierce

(B) Low quick

(X) High fierce

(Y) High quick

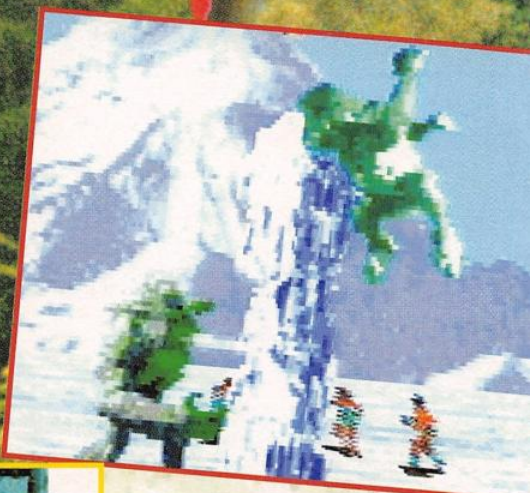
(L/R) Nothing

(S) Start: Start/Pause
Select: Nothing

GAME CREDITS
- **DEVELOPED BY:** BIT Masters
- **DISTRIBUTED BY:** Metro Games
- **MADE IN:** USA
- **[illegible]TWORK:** Time Warner

PRIMAL RAGE

SO that's how the dinosaurs died out! Forget all this talk about the Ice Age and meteor strikes, this lot battered each other to oblivion!! Primal Rage, Time Warner's smart new beat 'em up, features seven of these awesome beasts, battling for total domination of the new Urth!



THE BALANCE OF POWER

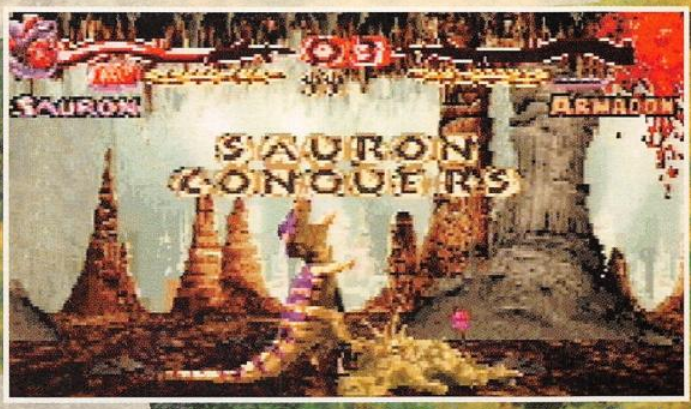
Here's the story: millions of years ago, before we humans crawled out of the primordial cereal bowl, these monsters ruled the Earth! Each embodied a primary instinct, such as life, death, insanity and survival, and countless battles were fought for the control of the planet. Then disaster struck! A strange wizard from a parallel dimension banished one of the beasts to the moon and so upset the balance of evolution, causing the planet to be covered in volcanic dust and sending the other beasts into suspended animation. Millions of years later, an enormous meteorite crashed into Earth and wiped out civilisation. Some humans survived, but all their technology was destroyed. The fury of the explosion was enough to wake the beasts from their long sleep to continue their battles from the past!

THAT'S IT - NOW I'M REALLY PISSED!

EVERYBODY WANTS TO RULE THE WORLD!

The aim of the game is the conquest and domination of the new Urth! There are seven continents to conquer, each ruled by a different Dino with their own set of human worshippers. If you win the match, these fickle humans will treat you like their new god, and start bowing down to you in worship!

DO YOU WANT FRIES WITH THAT SIR?



WE ARE NOT WORTHY!

TOOTH AND CLAW

Like all good fighting games, Primal Rage has a wide range of super combo's to discover. These clean, uninterrupted hits cause massive damage to anything unfortunate enough to be on the receiving end, and look mightily impressive as well! The combo's are scored in percentages, the figures indicating how much of their potential the beasts have tapped into. There are two levels of combo power. Three hits score 35% and are greeted with cheers from your adoring followers. Four hits which score more than 35% will cause thunder and lighting as well as leaving your opponent wishing he was still imprisoned! Remember though, these monsters are volatile creatures and can easily go into a special Berserker Rage! Berserk Dino's cause 40% more damage than usual and take 15% less, but this will only work if your character has less than half the energy of your challenger!!

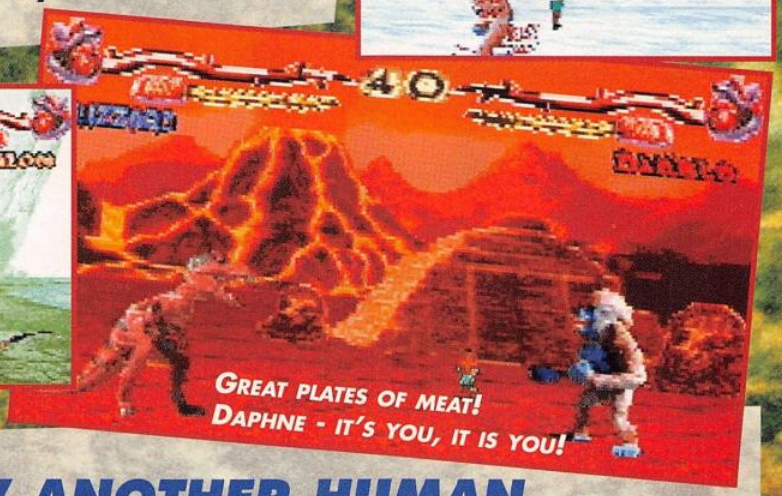
SORE RON!

THE RAGE GAUGE

At the top of the screen there are two energy bars, the larger one is the Life Blood bar and whoever has the most at the end will win the match! The smaller bar is the Brain Stem, which if you take too much punishment will run out, leaving you stunned and open to attack. If you find yourself on the receiving end of a vicious combo, press left and right quickly on the direction pad to snap your Dino out of it!

A CHEESY MOMENT!

The characters in Primal Rage don't take kindly to cheap slimeball fighting tactics! Don't think you can get away with using the same old moves over and over again! Any sad gameplay like this is generously rewarded with a huge great lump of cheese displayed on the screen for all to see!!



GREAT PLATES OF MEAT! DAPHNE - IT'S YOU, IT IS YOU!

THROW ANOTHER HUMAN ON THE FIRE!

It's certainly hard work conquering an entire planet, and these critters have one hell of an appetite! But you can always wolf down a passing human as a top-up! This is a useful trick but it's pretty difficult to pull off. It's different for each Dino but usually involves holding down the A, B, X and Y buttons together.

You'll not find a final boss, just the final battle where you're pitted against all the other Dino's one after the other! Unfortunately, you'll only have one energy bar and if it runs out it's all over! Before the battle, there's a chance to replace some lost energy in an amusing stage where you have to eat as many humans as you can in twenty seconds!

COME ON VULCAN, TAKE ME ON!

COMMENT

Any beat-em-up that doesn't feature two estranged brothers in matching pyjamas, a babe in a leotard and a mysterious warrior monk gets my vote!! Forget about simply kicking the crap out of your opponent, why not fart in their face instead, or tear out their jugular and burn them in the bowels of hell! The game has made the transition from arcade to SNES pretty intact. The moves seem a bit slow and cumbersome at the start, but put them all together and see what happens!! To fully appreciate the game, you must clear your mind of all other fighting games, and once you're used to the controls, you too can feel the satisfaction of sending a 17 foot Gorilla hurtling across the screen! Primal Rage has taken a tired old game genre and given it a new lease of life!!

STEVE

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	■	■	■	
ACTION	■	■	■	■
CHALLENGE	■	■	■	■
REFLEXES	■	■	■	
ORIGINALITY	■	■		

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	■
DAY	■	■	■	■
WEEK	■	■	■	
MONTH	■	■	■	
YEAR	■	■		

GRAPHICS — 89

▲ Well rendered backgrounds and mean looking sprites. Very Jason and the Argonauts!

▼ The difference in overall quality of the coin op is there for all to see.

SOUND — 80

▲ The sound effects are excellent, especially the combo noises and roars of the beasts!

▼ Music is a bit tinny and lacks punch.

PLAYABILITY — 93

▲ The game has obviously been well thought out, with superb strategy and excellent graphics!

▼ It takes a while to get used to the controls.

LASTABILITY — 88

▲ To completely master the playing techniques will take quite a long time!!

▼ Two player battles are much more fun as one player games lose impact after a while.

OVERALL — 91

An excellent conversion of a much underrated coin-op, featuring all the best elements of fighting games in an entertaining way! Definitely up there with Killer Instinct and Mortal Kombat 3!!

SPAWN

Nintendo®
MAGAZINE SYSTEM

HELL

Nintendo®
MAGAZINE SYSTEM

WIN!

PRIMAL PRIZES!

12 COPIES OF PRIMAL RAGE TO BE WON!

So you wanna win a copy of Primal Rage for the SNES do you? Eh? Well we're not just gonna give 'em away you know! Answer the three mind-stretching questions and send in the answers along with your name, age and address to:

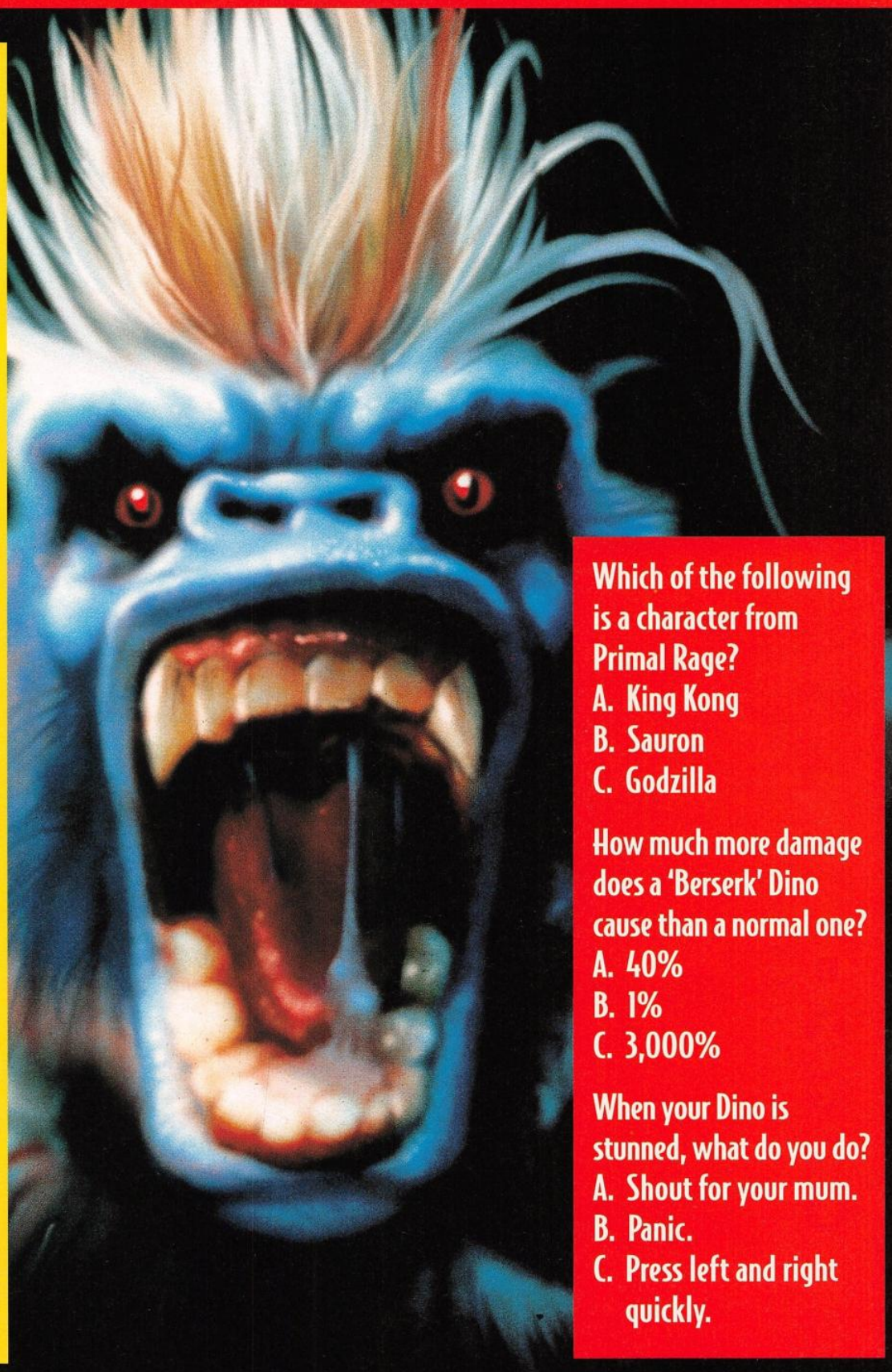
Primal Prizes!
NMS, 155 Cecil Street,
Williamstown,
Melbourne,
Victoria 3016.

Get your entries in to us before March 22nd 1996 and you could be one of the mighty 12 who'll win a Primal Rage cart for the Super Nintendo!

Nintendo® MAGAZINE SYSTEM

Metro GAMES

Primal Rage is exclusively distributed by Metro Games



Which of the following is a character from Primal Rage?
A. King Kong
B. Sauron
C. Godzilla

How much more damage does a 'Berserk' Dino cause than a normal one?
A. 40%
B. 1%
C. 3,000%

When your Dino is stunned, what do you do?
A. Shout for your mum.
B. Panic.
C. Press left and right quickly.

Conditions of Entry

Promoted by Catalyst Publishing, Level 128, Rialto 525 Collins Street, Melbourne, VIC 3000. Entry is open to residents of Australia & New Zealand with the exception of officers or employees (including immediate families) of the promoter, it's advertising, sales promotion agency and printers. Entries close by the end of the working day Friday 22nd March 1996. The winner's name will be printed in a future issue of Nintendo Magazine System. Prizes are not transferable nor are they redeemable in cash. The judges decision is final and no correspondence will be entered into. Information on how to enter forms part of these conditions of entry. The contest is a game of skill, not chance, and as such all entries will be judged on merit.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC
- **BY:** Ocean
- **RELEASE:** Out Now
- **GAME TYPE:** Racing
- **CART SIZE:** 8 MEGS

GAME FEATURES
- **PLAYERS:** 1-4
- **HEAD TO HEAD:** Yes
- **BATTERY BACKUP:** No
- **CONTINUES:** Yes
- **OPTIONS:** Tournaments Customisable player names

GAME INFO
- **GAME ORIGIN:** Based on those excellent little toy cars
- **GAME DIFFICULTY:** Easy - Very Hard. The whole range!
- **FIRST DAY SCORE:** Flushed out in the bathroom!
- **ALTERNATIVES:** Micro Machines 1, Mario Kart, Streetracer

GAME CONTROL
- **RESPONSIVENESS:** Excellent

(A) Brake/reverse

(B) Accelerate

(X) Brake/reverse

(Y) Accelerate

(L/R) Nothing

(S) Start: Pause
Select: Nothing

GAME CREDITS
- **DEVELOPED BY:** Codemasters
- **DISTRIBUTED BY:** Ocean
- **MADE IN:** UK
- **ARTWORK:** Codemasters

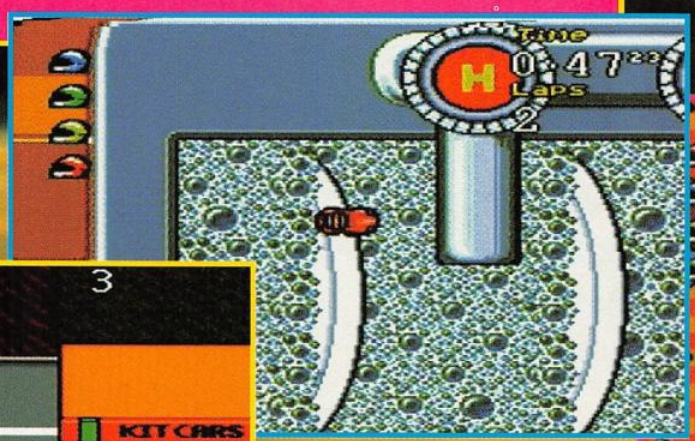
THEY'RE UNDER STARTER'S ORDERS...

Vroooomm! Nyeeeaoow!! Yeah! Remember Micro Machines – those ace little model cars, boats, bikes and trucks, collected by brats everywhere? It doesn't sound like the greatest idea for a game, but that hasn't stopped Codemasters and Ocean from coming up with a great sequel to their classic Micro Machines, and doing a pretty damn fine job of it!! The beauty of these machines is that they can go anywhere, from racing through the hazards of the garden shed to overtaking around the toilet seat. It makes for one of the best racing games developed for the Super Nintendo, and it's coming to a SNES near you!

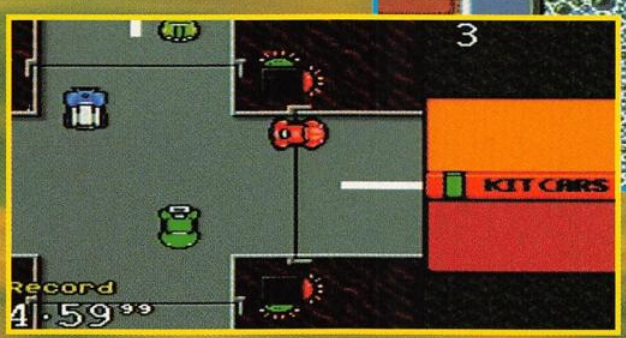
HEAD TO HEAD IN THE FLOWERBED!

THOSE MAGNIFICENT MEN IN THEIR MICRO MACHINES!

The big question is, could Codemasters make the sequel as impressive as Micro Machines 1, which was a pretty good game in itself, with a whole host of twisting, turning courses and a cool selection of machines to choose from? Well, for a start there are 16 different vehicles to choose from, including all-terrain bikes, Porsches, hovercraft and dumper trucks! If you thought the courses in the last game were hazardous, try controlling a dumper truck on a revolving corn cob, or racing dragsters round the top of the bath! As well as the increased number of machines to choose from, the player characters have also been increased from eight to a whopping 16, with the addition of changeable names adding to the general silliness, and when controlled by the computer, they all have their own different driving styles.



THAT SINKING FEELING!



WHO LET LOU BEHIND THE WHEEL?

THE ORIGINAL

Micro Machines 2

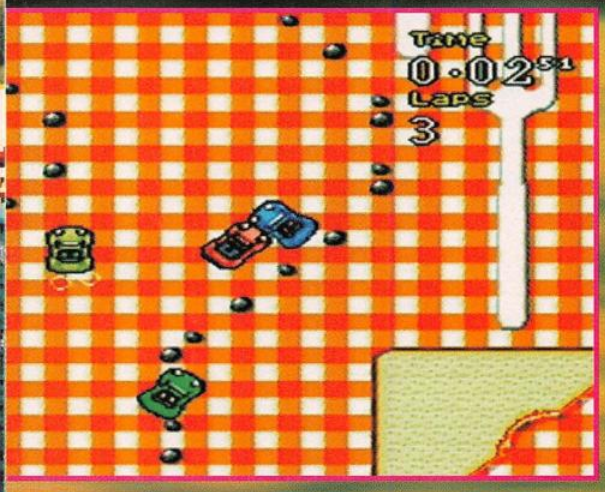
SCALE MINIATURES

TURBO TOURNAMENT

BURN SOME RUBBER!

Up to four players can play the game at any one time, and there's a choice of five play modes! These range from the normal race and practice options to the head-to-head, which pitches you against one opponent through a variety of races, and the new Super League. If you're an inexperienced racer, it's a good idea to master the other options first before taking on the Super League though as it features some of the toughest Micro Machines courses ever!

A BIT CORNY!



LITTLE BIG HORN!

As with all other racing games, the start is probably the most important part of the race, ask Michael Schumacher! All the races in the game start the same way with three toots of the horn, the last one being a higher pitch! After a few practice runs, you'll be able to anticipate the all important last horn and get off to a turbo start that leaves your opponent in the dust! This is not without its drawbacks. If you mis-time the accelerator button the car goes into a wheelspin and there's nothing more embarrassing than premature acceleration!

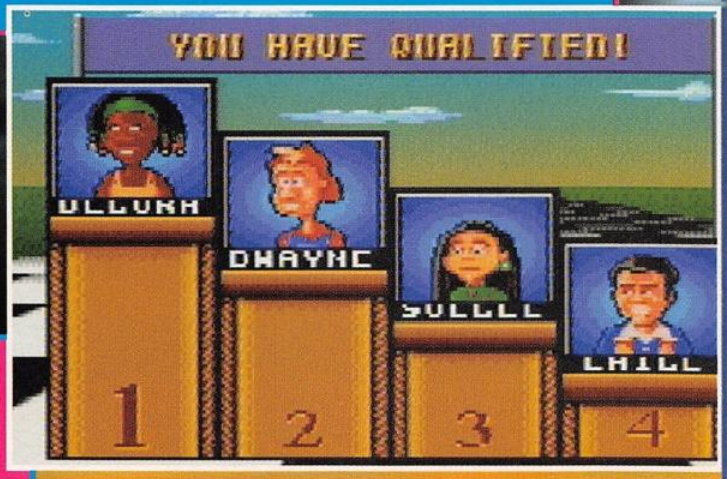
WHATEVER LIGHTS YOUR HELMET!

The aim of the game is simple. At the top of the screen there are eight dots which light up each time you win a point, at your opponent's expense! To win a race you must light as many dots as possible to bring the opposition down to zero! In two player mode, the players race around the course to the top of the screen, and the winner gains a point as the loser drops one! But just to make things a little more interesting, there are new animated obstacles to avoid. Be careful in the kitchen and watch out for those revolving corn cobs! The best of the lot is the drill in the workshop, which is great for pushing your opponents into!

FROM CHUMP TO CHAMP!!

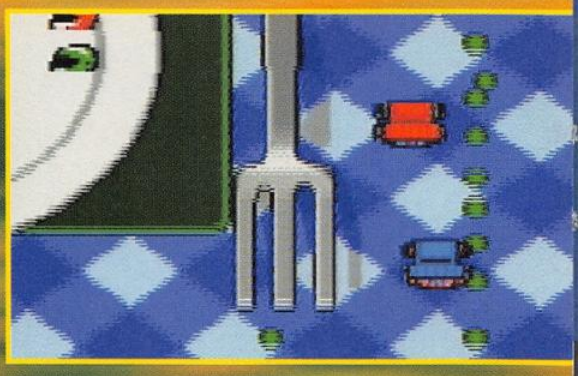
Another new feature for the sequel is the Tournament option, where potential champions have the choice of three levels. Newcomers are taken to the Rookie tournament, where you'll have the best-of-three races over some of the game's easier courses. Once these have been negotiated you can go on to the Mega Mix, which holds some of the toughest courses in the game and then the Pro tournament, which'll test your driving skills to the absolute limit!

SLIP, SLOP SLAP!



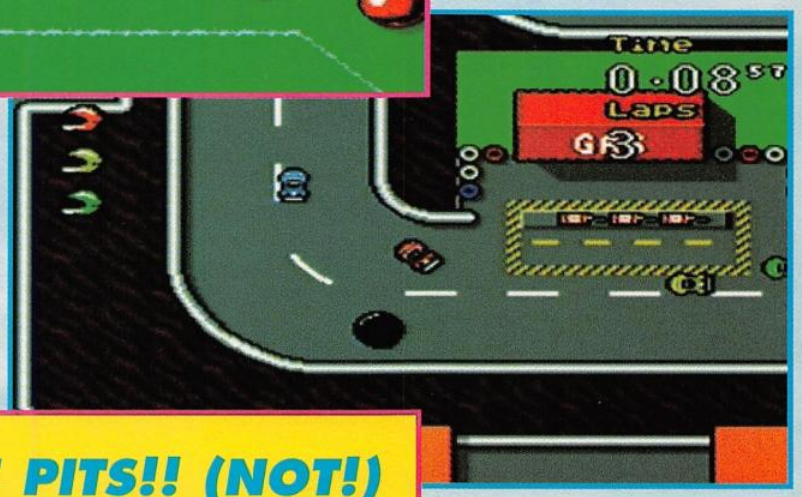
FOUR-PLAY!

Micro Machines 2 is also four player compatible, so you can organise a proper tournament and get down to some serious racing, and now you don't need a multiplayer to do it! Unlike its predecessor, it has a new pad sharing feature to control two cars with one pad! Clever eh? Both cars accelerate automatically, with one player controlling a machine with the D-pad and using the top L-button as the brake, while the second player uses the four buttons to steer and the R-button as the brake.



THERE'S A FORK IN THE TRACK!

TAKE A DIP IN THE THE POOL!



GOOD VIBRATIONS MAN!

SKID MARKS THE SPOT!

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	■	■	■	
ACTION	■	■	■	■
CHALLENGE	■	■	■	■
REFLEXES	■	■	■	■
ORIGINALITY	■	■		

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	■
DAY	■	■	■	■
WEEK	■	■	■	■
MONTH	■	■	■	
YEAR	■	■		

GRAPHICS

▲ Never one of the games strongest points, the graphics are bright and functional, but most of the effort has gone into the gameplay!

80

SOUND

▲ It's not exactly a sonic treat, but there are cool little special effects sounds running through the game, especially the clicking noise which sounds *exady* like a toy car!

80

PLAYABILITY

▲ Excellent. The cars are all really responsive to the controls and there's enough gameplay to cater for just about everybody. The new courses are much more imaginative and will really test you out!

94

LASTABILITY

▲ One of those special games that never ceases to entertain, Micro Machines 2 will keep you and your mates out of mischief for many months to come!

91

OVERALL

Superb follow-up to the immensely popular Micro Machines 1, this should attract new fans too. A corker of a game, well presented and adds new meaning to the word 'playable'. It certainly gets the green light from us!

90

IT'S THE PITS!! (NOT!)

Micro Machines 2 is an utterly smart game which has all the elements a classic race game should have: loads of race options, receptive controls and loads of varied environments! The best aspects of the game are the courses themselves, ranging from the tried-and-tested breakfast table, to the excellent snooker table course and even the outside of the bath!! This is definitely one of the games of the moment, so don't be without it!

COMMENT

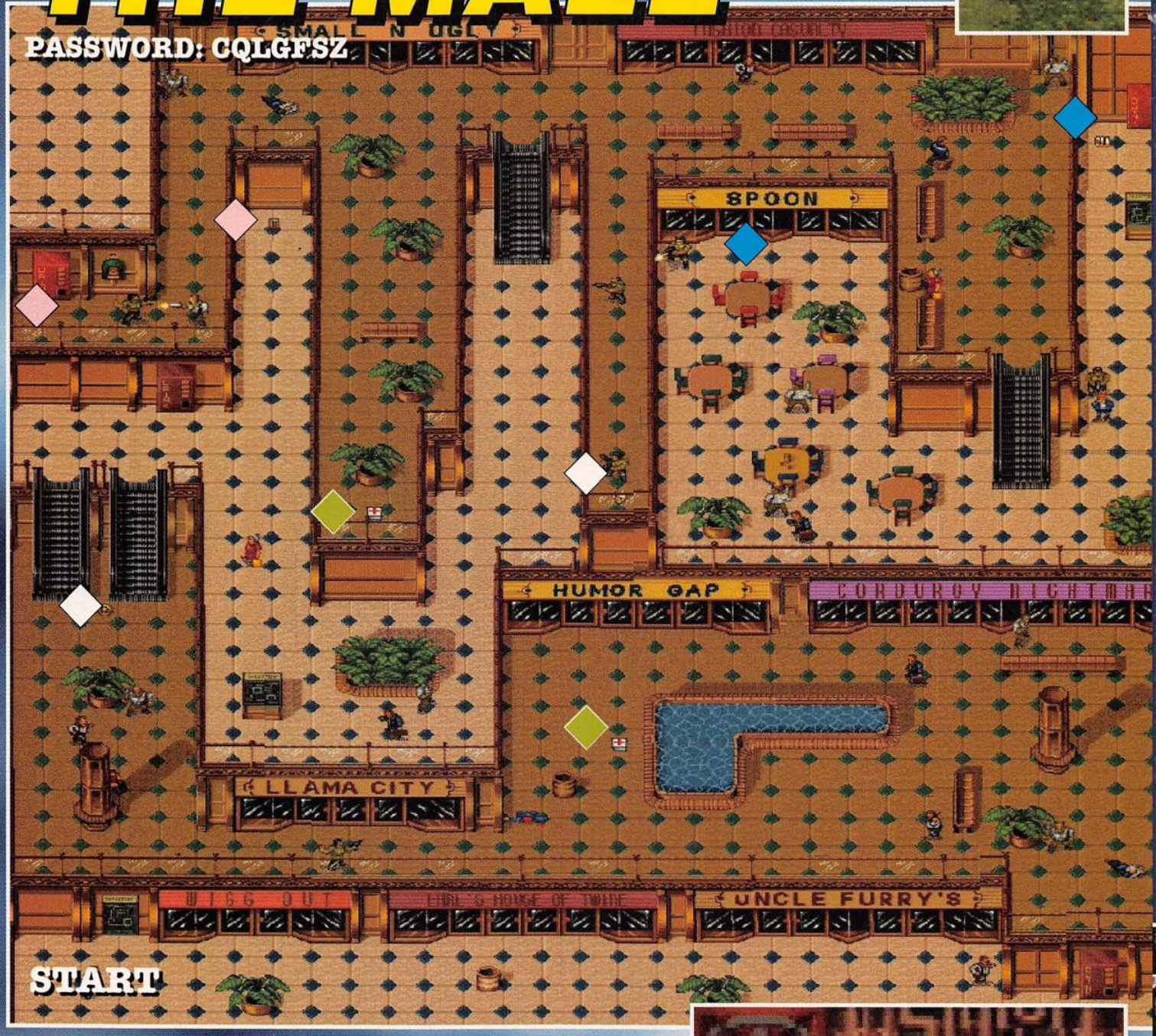
LOU

In terms of playability, Micro Machines 2 nearly goes off the scale! I was well impressed with the new courses, and the animated obstacles add an extra element to the whole game! Sure, the sound and graphics won't exactly blow your mind, but it's the gameplay that counts, with levels to suit any player and controls that are dead easy to pick up! There's a heap of new bonuses to collect during the game too, some of which cause strange special effects like "Lights Out" and "Level Warp", and a complete load of statistics to tell you how good, or bad, you are! This game is a must have for all racing fans!

True Lies

THE MALL

PASSWORD: CQLGFSZ



START

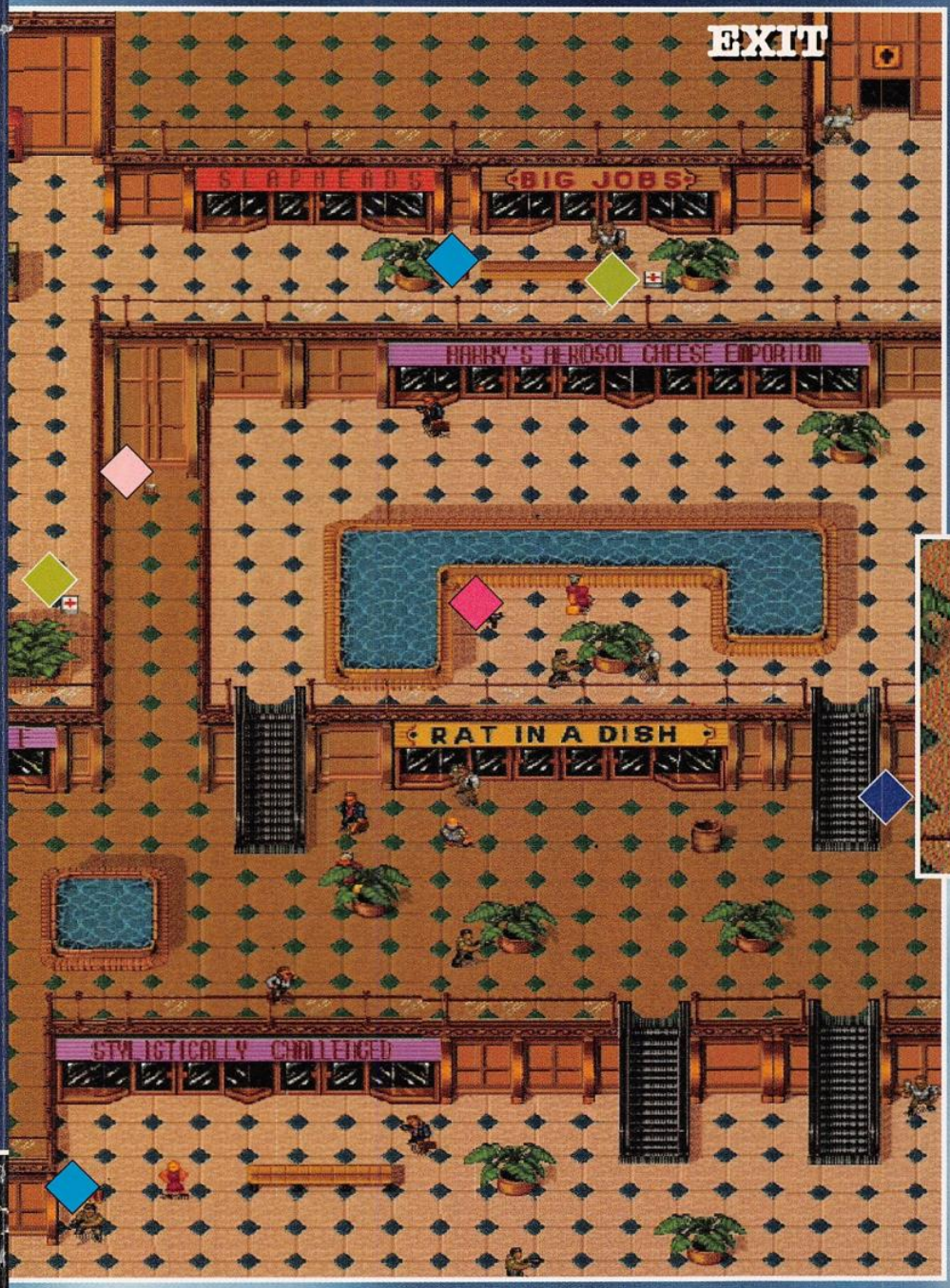
Beginner's Tips & Tactics Special

Any friend of Arnie's...

In this month's guide for those of you who are severely stuck we play along with Harry Tasker, 'Big Arnie' to his mates! Remember the plot:- everybody, including his wife and daughter, think he's a computer salesman, but his friend and colleague Albert Gibson knows the truth, that Harry is in fact a top secret agent for Omega Sector, an organisation that provides the last line of defence against any terrorist activities!

What's going on?

A terrorist group, the snappily-titled Crimson Jihad, have managed to steal nuclear warheads from a Soviet republic and, yes that's right, are threatening to detonate them on US soil if their demands are not met! So it's up to Harry to travel the globe in pursuit of these gangsters, and dish out the appropriate punishment! But just to make things more complicated, the terrorist swine have managed to capture Harry's wife and daughter, which makes him a little ticked off to say the least!



Inside The Mall

One of the most difficult levels in the game is the one we've mapped out here – The Mall. This multi-level labyrinth of modern retailing is harbouring a prominent member of the Crimson Jihad, who has sent out a few of his followers armed with M-16's to put our hero off the scent! Just to make things more difficult, the Mall is full to the brim with innocent shoppers, so don't get too trigger happy. Wait for a clear shot.

General Tips

1. Use the plants as cover.
2. Keep one eye on your pistol ammo, or you could find yourself having to reload when under heavy fire.
3. Use your Shoulder Roll as often as possible.
4. If your health is at 75% or more don't bother to collect the Health tokens. Save them until you need them most.

Map Key

- Shotgun shells
- Shotgun
- Uzi ammunition clips
- Uzi
- Health
- Extra Life!

GAME DATA

- **GAME:** True Lies
- **BY:** Acclaim
- **RELEASE:** Out Now
- **GAME TYPE:** Adventure/Shoot 'em up
- **PLAYERS:** 1
- **CART SIZE:** 16 Meg

True Lies

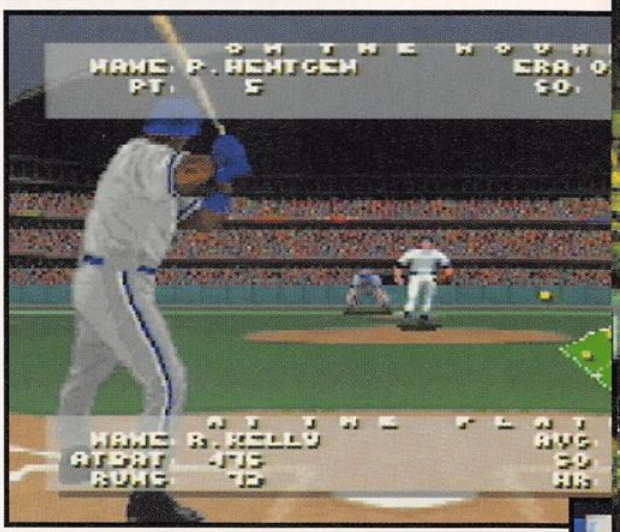
FRANK THOMAS

BIG HURT

BASEBALL

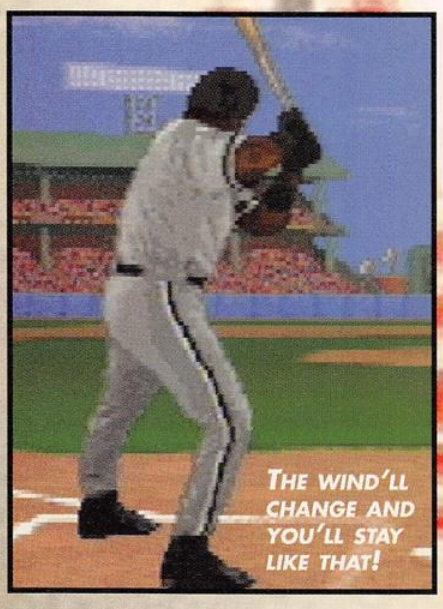
STEP UP TO THE PLATE

The opening sequences and selection screens are nicely put together, and look a lot like the EA Sports games (NBA Live, FIFA Soccer, etc.). The detail in the game seems to follow EA's mould as well. Every aspect of professional baseball is included. A full range of batting and fielding movements, including options for left and right handed batters, a full range of pitching controls, and even a fielders' 'radar' to help you guide your players towards the ball. There's a choice of two difficulty options and even an ability to play during the day or at night.



STRIKE ONE!

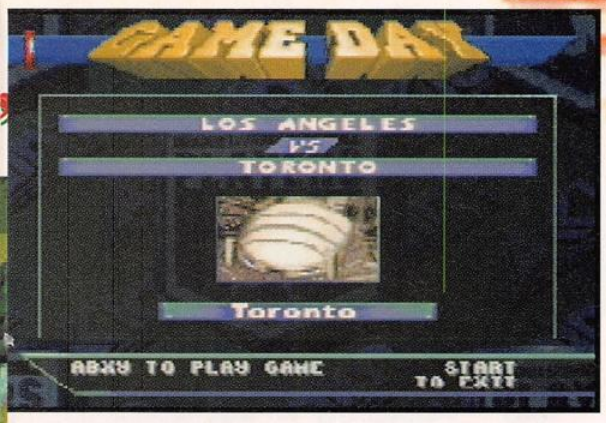
There's plenty of opportunity to customise your teams as well. Go to the Bullpen mode and you can rearrange your batting order and starting line-up as well as warm up the next pitcher or check out a player's stats. The details for over 700 MLBPA players are present as well as the National and American Conference teams and venues. There's even a battery back-up facility that allows you to store up to 23 stat categories.

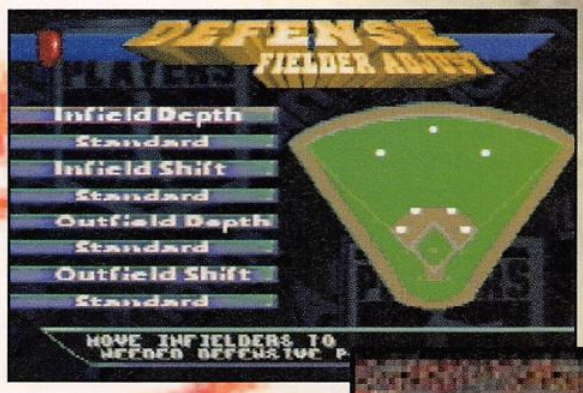


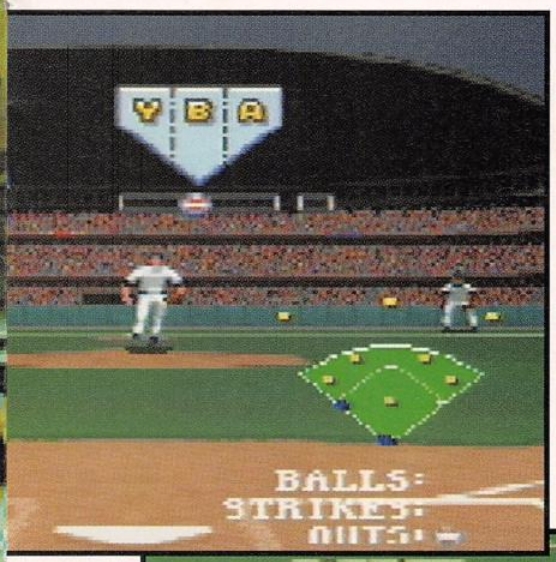
STRIKE TWO!

Not only can you access all these accurate statistics, the more you play the more the stats themselves change. Players can have hot and cold streaks and pitchers can tire. All the different plays are included too. Whether it's stolen bases, double play pivots or rundowns – they're all there! You can crash at the plate or dive into a catch and the movement is so well rendered Big Hurt Baseball could be one of the most realistic baseball sims ever produced.

YES, it's true – another sports sim! But this new baseball game from Acclaim looks pretty impressive. With loads of play features and team details and stats it could become *the* definitive baseball game.

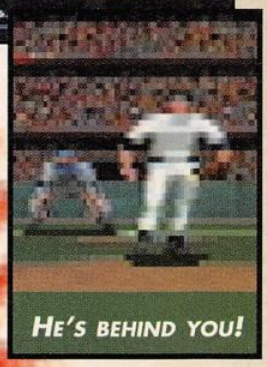


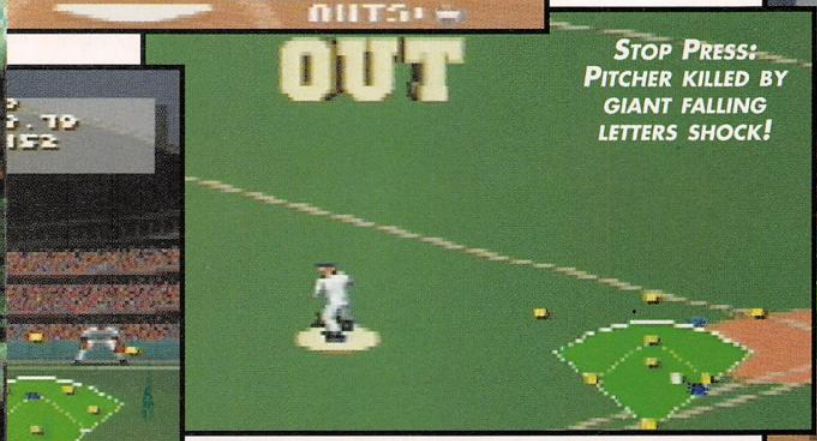


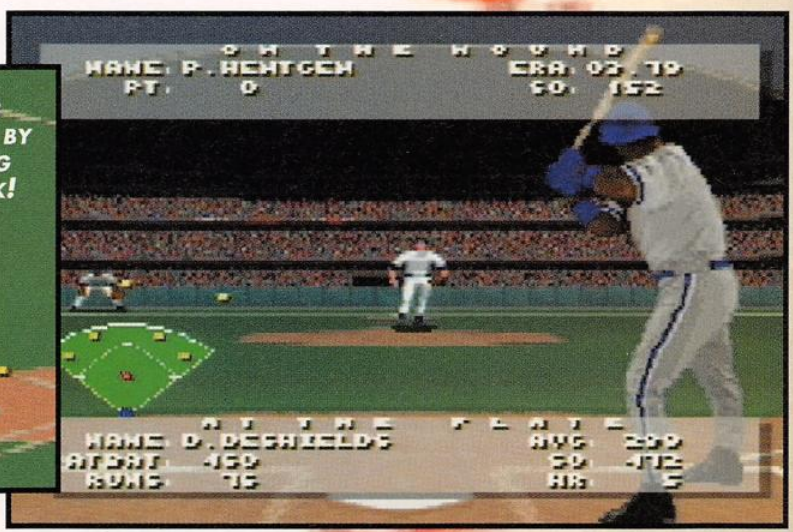


STRIKE THREE!

You don't just have to play a conventional ball game either. You can play a single game or a whole season and move into the Playoffs. You can even vary the length of the seasons between a standard or an adjusted '95 season. Save half way through if you want and the backup will let you pick up again later where you left off. If this doesn't appeal try the Home Run Derby. In this mode you get to compete to see who can hit the most home runs!

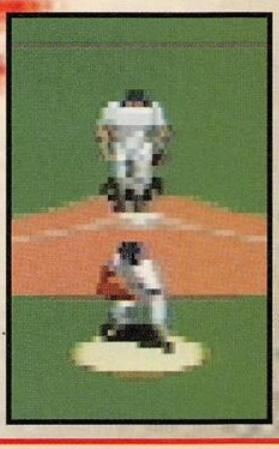






HOME RUN!

All in all this looks pretty promising with a wide range of options in all areas of the game. The motion-capture pitching and fielding movements are very realistic and there are enough customisable variations in gameplay to keep even the hardest sports fan interested. Look out for our detailed review soon.



GAME DATA

- **GAME:** FRANK THOMAS 'BIG HURT' BASEBALL
- **BY:** ACCLAIM
- **RELEASE:** OUT NOW
- **GAME TYPE:** SPORT SIM
- **PLAYERS:** 1
- **CART SIZE:** 12 MEG

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

EARTHWORM JIM 2

Stop playing with that old worm of yours and get ready for Earthworm Jim 2!! The sequel to the classic platformer sees the world's favourite fishbait kicking arse over completely new territory with the usual surreal scenes and plain daft characters! There are plenty of crazy levels, some great laughs and ace animation from the crew at Shiny Entertainment.

CART SPEC
- **BY:** Shiny Entertainment
- **RELEASE:** Out now
- **GAME TYPE:** Adventure
- **CART SIZE:** 16 MEG

GAME FEATURES
- **PLAYERS:** One
- **HEAD TO HEAD:** No
- **BATTERY BACKUP:** No
- **CONTINUES:** Infinite
- **OPTIONS:** Passwords

GAME INFO
- **GAME ORIGIN:** Follow up to Jim's first appearance on the SNES
- **GAME DIFFICULTY:** Medium to Hard
- **FIRST DAY SCORE:** End of Evil the Cat's level (Level 4)
- **ALTERNATIVES:** Yoshi or DKC2 but this has the edge on both of them

GAME CONTROL
- **RESPONSIVENESS:** Very good

(A) Use head as a whip

(B) Jump/Activate Snott when airborne

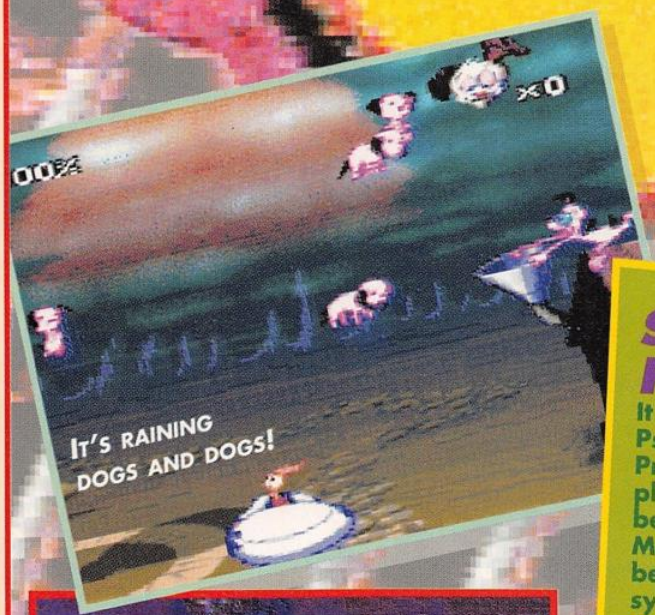
(X) Cycles through current weapons

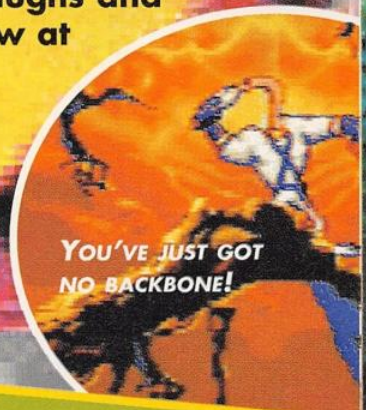
(Y) Fire/Activates Snott parachute when airborne

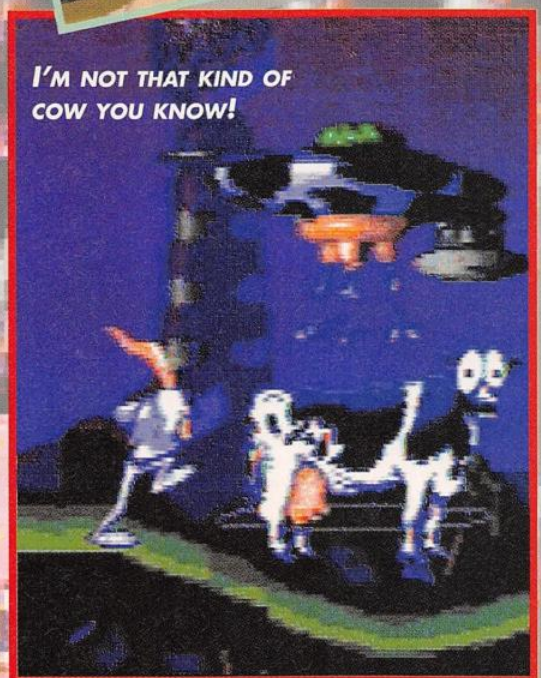
(L/R) Nothing

(S) Start: Start/Pause
Select: Nothing

GAME CREDITS
- **DEVELOPED BY:** Shiny Ent.
- **DISTRIBUTED BY:** Playcorp
- **MADE IN:** USA
- **ARTWORK:** Shiny Ent.

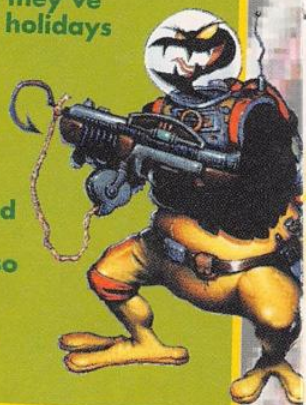






SNOT FOR THE FAINT-HEARTED!

It seems that feathered fiend Psy-Crow has kidnapped the lovely Princess What's-Her-Name, and plans to marry her in an attempt to become the heir to the throne and Master of All!! Jim has to stop them before they reach the Lost Vegas system, where they can get a quick, non-consenting wedding 24 hours a day!! This time Jim's not going it alone, he's enlisted the help of his mate Snott, a green slimy lifeform who attaches himself to Jim's back and comes in very handy for grabbing overhead levels and swinging across gaps. As for the villains, it looks like they've been spending their holidays at the Chernobyl Beach Club again. They include a gun-toting octopus, a decapitated chicken head, giant mites and mutant super-powered penguins, so you can be assured that there's a full range of livestock to play against!

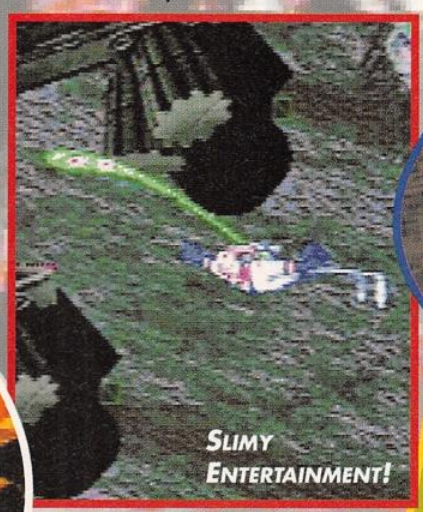


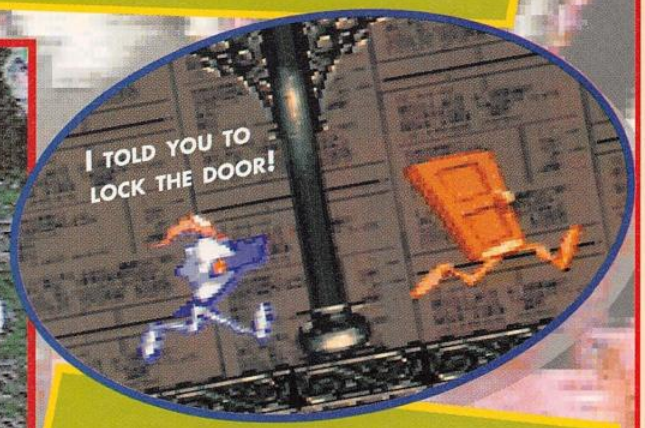
REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

IS THAT A ROCKET IN YOUR POCKET?

Ol' Jimbo himself has acquired some new skills and weapons during his absence. For a start he now has a whopping seven different types of fire-arms at his disposal! These include his custom Blaster, Plasma Gun, Homing Missiles and best of all the Nuke, which clears the whole area of villains in one shot! He can now fly when needed by using his pocket rocket (ooh err!) and underwater buoyancy is provided by inflating his head (what else?)





TAILS UP!

The real beauty of the sequel is in the backgrounds, which are quite possibly the most insane ever seen in a video game! Only Earthworm Jim could get away with battling villains whilst speeding through the landscape on a piece of steak! Whether it's jetskiing through a river of snot or exploring the contents of a cow's backside, our mate Jim's done it all!!

The quality of the graphics and animation, designed with a technique called 'Animotion II' is excellent and the game has retained that surreal, abstract appeal without losing any of the excellent gameplay!

In effect, Earthworm Jim 2 is a supreme parody of every other platformer on the market in an amusing, yet non-pretentious way. It's just a shame that, like last time, Donkey Kong will steal Jimbo's thunder yet again. But don't let that put you off. A classic in the making methinks!!

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

GRAPHICS

▲ Excellent! Sprites are well designed and move superbly. The villains explode satisfyingly when they're hit and the backgrounds scroll smoothly in all directions.

92

SOUND

▲ So bad it's great! Check out the 'Moonlight Sonata' on the Breakout Level!

▼ Not so sure about Pete the Puppy's Polka though!

86

PLAYABILITY

▲ Highly addictive once you get into it!

▼ A little daunting at first perhaps.

96

LASTABILITY

▲ Should keep your attention for a fair while. Even once you've mastered the gameplay you'll stick at it just because it's such a laugh!

90

OVERALL

Jim's done it again! This version should cement the wriggly one's position as one of the most entertaining console characters ever. Sell your family to buy this game, it's a classic!

92

COMMENT

LOU

Well, it looks like Shiny have finally flipped. Earthworm Jim 2 is even more insane than the original! The humour in the game is just spot on and complements the new 'Animotion' technique in the graphics. The gameplay's been improved too. The responsiveness of the controls is much better than before, so there's no danger of getting frustrated when trying to execute a tricky maneuver! Arguably the best part of the game is the soundtrack! Not because it's so good... but because it's so bad! That god-awful gospel song at the start pretty much sums up the whole game: silly, childish, in bad taste and quite magnificent!! All in all Jim gets the thumbs up for his second outing on the SNES. He might not become a legend like that hairy primate Kong, but at least he proves that game makers have a sense of humour. Of a sort!

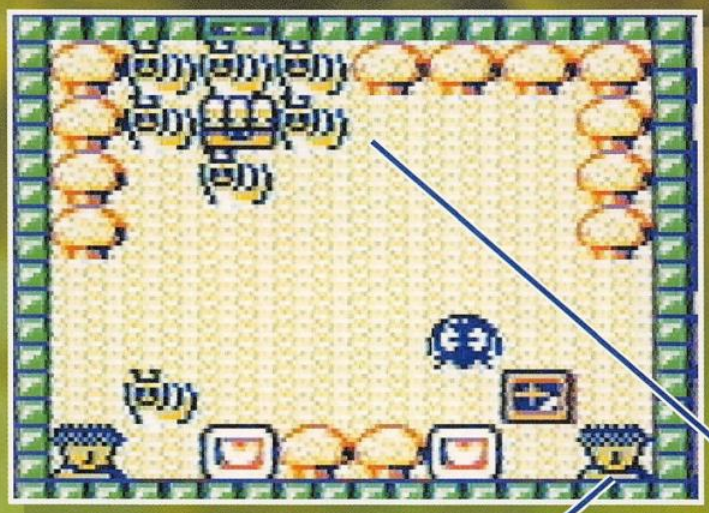
The Adventure of LO

HULA 1

HULA 3 - O 9 2 4 P I

Lolo's the blue blob who irritatingly squelches here and there pushing around other mis-shapes. The game's pretty difficult once the early stages are passed, so we've included codes and stuff for all ten 'Hulas' on the intermediate level.

In each of the rooms there's a series of puzzles that needs to be completed in order to get to the next Hula. To finish the puzzle you have to collect all the Heart Framers on the screen, then leave via the exit gate. Lolo's main weapon is turning other characters into eggs which can be pushed around to block other creatures or push



HULA 4 - B 6 8 0 L Y

ROCKY
This stone-faced creature plods slowly around the screen, but if Lolo comes close he suddenly picks up speed! He can be turned into a useful egg but it's easier to avoid him altogether.
Appears: Level 7 onwards

SKULLS
Insane bone-heads who sleep until the last heart framer has been collected, then suddenly jump around in all directions attacking Lolo and even themselves!!
Appear: Level 8

MEDUSA
Medusa is an evil character who uses her evil eye to shoot straight in all four directions. She can't move, but once she aims and fires there's no way to get out of her path. You have been warned!!
Appears: Level 2 onwards

HULA 7 - 0 J 3 + H I

HULA 8 - N 5 M Q 0 Y

Lolo

them off the screen altogether! There are seven character types in the intermediate level. Below is also a list of what each little horror does and where he appears.

Look out for tokens such as Emerald Framers, which can be used to block other characters, and remember that when you freeze a character, they can be moved to block others and help you cross over rivers. Also remember to watch where they go, so you can use these tokens to trap them in a corner and take them out of the game!

HULA 2 - 1 ❤ W 9 9 6

HULA 6 - ▲ M X B L 6

HULA 5 - M O R F 5 A

SNAKEY

This rampant reptile is harmless but is useful as a tool when turned into an egg and moved around.
Appears: Level 2 onwards.

LEEPER

Leeper jumps around the screen until he touches Lolo, then falls asleep and can't be moved! (Sounds like Will to me!)
Appears: Level 4 onwards.

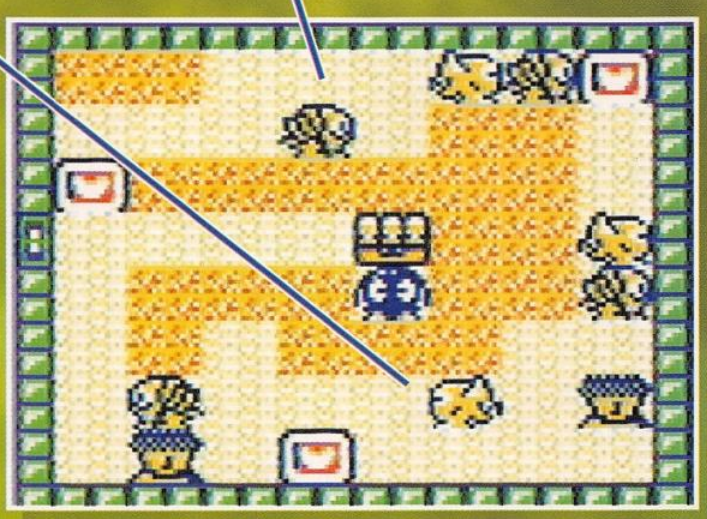
ALMA

Alma will follow Lolo around the screen and can be turned into an egg and moved around. However, she sometimes curls into a ball and crashes head on into Lolo!! She's fairly harmless but can be a pain in the arse at times.
Appears: Levels 9-10.

DON MEDUSA

This guy is the meanest of all! He travels in a predictable way but can shoot in all four directions, and once the evil eye's on you, there's no escape!
Appears: Level 6 onwards.

HULA 9 - Y 2 S L W A



HULA 10 - L 0 Y H C 6

PREVIEW GAME BOY

Micro Machines 2

THE ORIGINAL

SCALE MINIATURES

CO-DRIVERS!

All the game options have survived the transition from SNES to Game Boy intact. There's still a multi-player option which allows you, by fair means or foul, to control two cars on the same machine! How? Well, both cars accelerate automatically and the two drivers simply steer the vehicles, one by the D-pad and the other by using the buttons. Clever eh?

Just when you thought it was safe to go down to the garden shed Micro Machines are back on the Game Boy, causing havoc in the most unlikely places! So visit your shrink and enter the Micro world!

ON THE ROAD AGAIN!

All the one player options from the 16 BIT version have been included too. Challenge Mode pits you against three computer controlled opponents. Then there's the Head to Head, where you're up against just one computer controlled opponent. The last, and possibly best option is the Super League. This puts you in a division with three opponents and requires you to race four times over different courses.

LAP IT UP!

Micro Machines 2 looks pretty good on the Game Boy. The choice of vehicles is exactly the same as the SNES version and the scrolling is really smooth. Add that to superb gameplay and that special Codemasters quality and you have a classic in the making. Watch out for a full review in a later issue.

GAME DATA

- **GAME:** MICRO MACHINES 2
- **BY:** CODEMASTERS/OCEAN
- **RELEASE:** FIRST QUARTER
- **GAME TYPE:** RACING
- **PLAYERS:** 1-4
- **CART SIZE:** 4 MEG

SWAP & SELL

A Free Nintendo MAGAZINE SYSTEM Reader Service!

Isn't it annoying when you just can't get hold of a game you've been after for ages?
Wouldn't it be easier if you could swap one of your old games for one you've scoured the country for?
Well, now you can – if you have a game that you want to sell or swap for another, just send us the details on the coupon below and we'll publish them FREE in the next issue (subject to enough space being available!)

Just fill out the coupon below showing the games you want to get and those you want to swap or sell. (Make sure you check with whoever pays the phone bill before you start ringing all over the country to get your fave game!)
Now all you have to do is wait by the phone! Good luck!

Name _____
Address _____
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I WANT:
Game _____ Console _____
Game _____ Console _____
Game _____ Console _____

I'LL SWAP/SELL
Game _____ Console _____
Game _____ Console _____
Game _____ Console _____

Copy the coupon if you don't want to cut up this fine mag!

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC
- **BY:** Capcom
- **RELEASE:** First quarter
- **GAME TYPE:** Action

GAME FEATURES
- **PLAYERS:** 1
- **HEAD TO HEAD:** No
- **BATTERY BACKUP:** Yes
- **CONTINUES:** 3
- **OPTIONS:** Choice of weapons

GAME INFO
- **GAME ORIGIN:** Mega Men of old
- **GAME DIFFICULTY:** Medium
- **FIRST DAY SCORE:** Trashed by Junk Man!
- **ALTERNATIVES:** Mega Man 1, 2, 3, 4...

GAME CONTROL
- **RESPONSIVENESS:** Average

(A) Nothing

(B) Jump

(X) Nothing

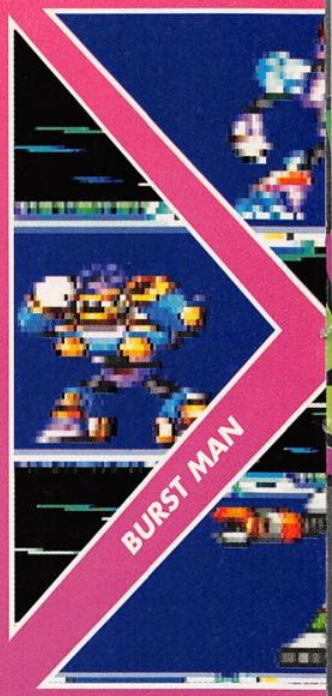
(Y) Fire/Foot slide

(L/R) Nothing

(S) Start: Weapon Select
Select: Nothing

GAME CREDITS
- **DEVELOPED BY:** Capcom
- **DISTRIBUTED BY:** Capcom
- **MADE IN:** Japan
- **ARTWORK:** Laguna

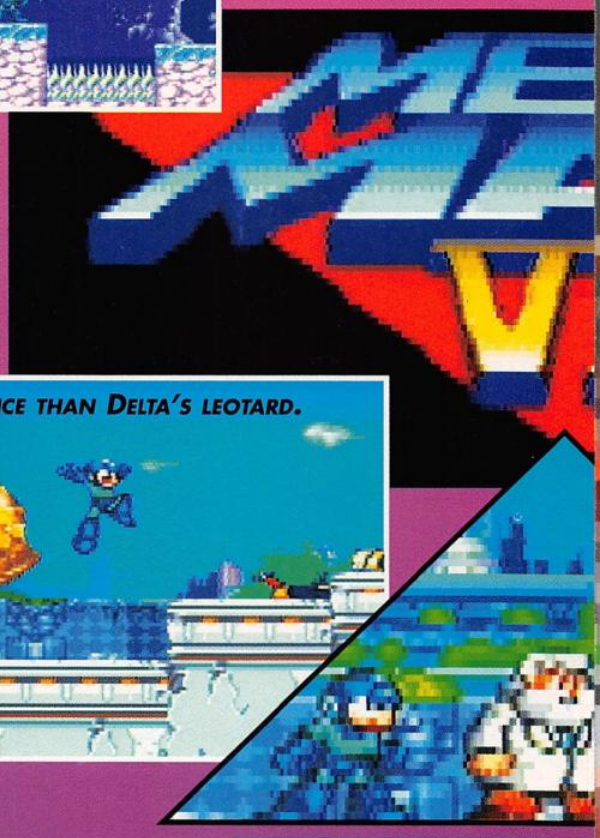
Mega Man returns to the SNES, yet again! The pint-sized superhero is more popular than raw fish in Japan, being one of the best selling video games out there. Strangely enough, he hasn't been quite as popular over here, but Capcom don't give a monkey's and bring you Mega Man 7!



IN SEARCH OF DR WILY

The world was believed to be a safer place now that the conniving Dr Wily had been imprisoned by Mega Man. But, he's not called Dr Wily for nothing. No Siree Bob!! After six months and without warning Wily's laboratory sprung to life again and four hidden robots went on the rampage in search of their mental master!

After all these years, he still hasn't conquered the world! Maybe he should consider a career change! From his very first attempts on the NES to this latest sequel, the funny little bloke in the blue suit has always thwarted his well laid plans!



SCRAP METAL DEALER

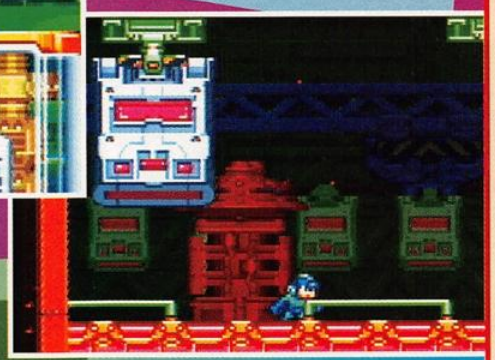
There are eight different stages in Mega Man 7 and our hero must fight off a multitude of Dr Wily's fiendish robots, which range from snowball throwing polar bears on Freeze Man's level, to motorised dinosaurs on Slash Man's level! As usual there are loads of pick-up's to be gained for turning Wily's cohorts into scrap metal and at the end of each level you'll get a new weapon, like Slash Man's Claw or Cloud Man's Thunderbolt, to take care of villains later in the game!

GET A RUSH

There are a few hidden extras to make Mega Man's life a little less stressful. For a start there's Rush, the mechanical dog who can hunt out bonuses and be used as a spring to bounce Mega Man to those high platforms. There's also a bionic bird, which can be rescued in any level. The bird's a useful ally, as he'll save Mega Man if he mis-times a jump from platform to platform!

FROZEN ASSETS

The game really takes off at Freeze Man's level. You have to cross over the frozen wastelands and watch out for the mechanised polar bears and various other little gadgets that Wily has kindly left for you! Then it's time to take on Freeze Man himself, who for an end of level boss is a touch feeble to say the least. A couple of good shots with the Mega Buster should do the trick! All the other bosses in the game have their own individual powers to suit their particular world! Burst Man forms bubbles underneath you and forces the bubble up to the spiked ceiling. Spring Man has the particularly nasty Spring Punch and Turbo Man changes into a car and tries to run you over! All this before you get to see Dr Wily.



COMMENT

Shame really, but we've been here before and adding another number doesn't add anything new to this snub-nosed hero of yesterday. Sure enough, he was the best thing since SMB on the NES, and the Game Boy versions are regarded as minor classics, but the man with the swollen arm is looking rather tired in this game, and basic graphics, poor animation and unimaginative gameplay are not helping him much! It's really about time he hung up his helmet and got a job selling sun hats! Some games seem to work a lot better on the Game Boy and this is definitely one of them! Go out for a walk instead!

ALAN

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

LONG-TERM INTEREST

GRAPHICS

▲ Nice and colourful in Anime style. Backgrounds look good too.

▼ Animation's weak though.

75

SOUND

▼ Awful cheap and cheesy soundtrack: a bit like shopping mall music!

45

PLAYABILITY

▼ Too predictable with little or no originality. Strictly for Mega Man fans.

58

LASTABILITY

▼ Will last about as long as it takes you to say Fluurnarhrughrahh!

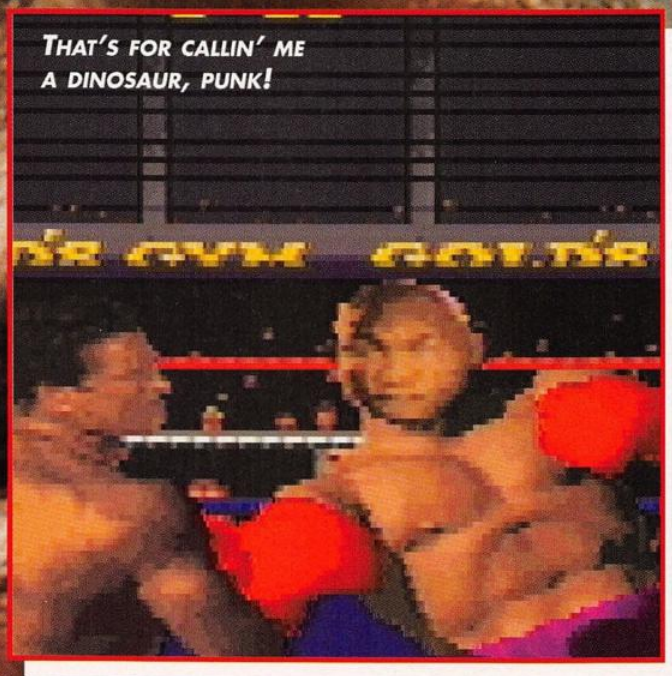
50

OVERALL

Tried and tested formula that gets less interesting with every sequel. Mega Man should hang up his blue suit and go into retirement!

58

FOREMAN FOR REAL

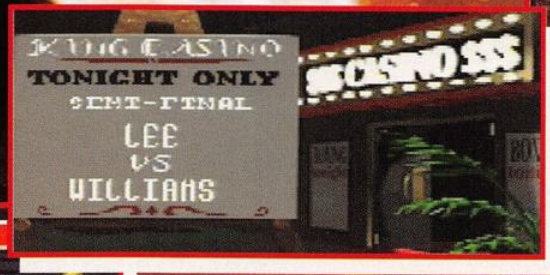


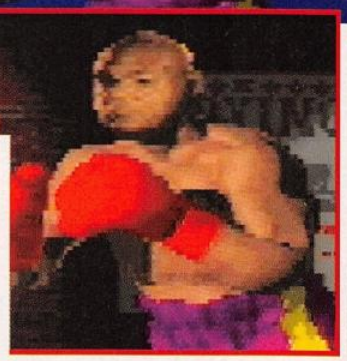
BY GEORGE!

Seconds out; round one! It's time to let your fists do the talking. George Foreman, Heavyweight Champ, stars in his own boxing simulation with Foreman for Real. Big George is a legend in boxing terms. Not only has he fought the best boxers in history, but managed to regain the title at the grand old age of 40, and all on a staple diet of cheeseburgers!

GLOVES ON

Round two! Foreman for Real is a gritty, realistic boxing game that pits you, as a hungry young contender, against a selection of the meanest fighters around. Beat them and you earn the right to fight big George for a shot at the title.





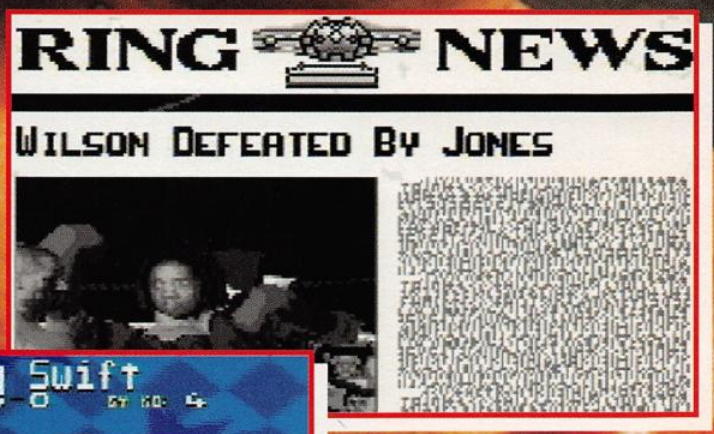
WORK YOUR WAY UP

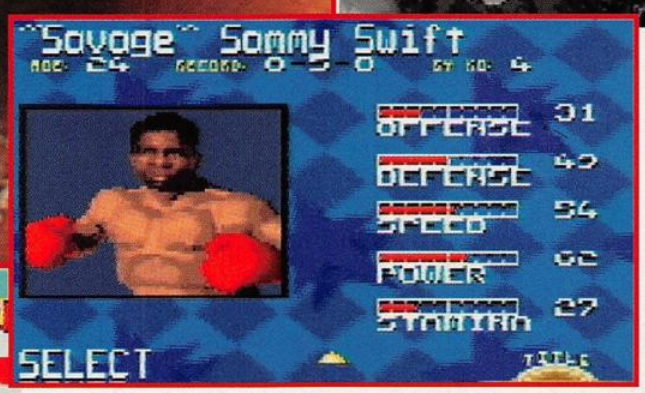
The real tournament starts in career mode, where you start as a rookie ranked 19 in the world. Well, everybody has to start somewhere! To move up in the rankings for a shot at the title you must not only defeat your opponents, but also vary your punches as the percentage of punches landed can move you into a contender's position. There's also the option of a Knockout Tournament where you fight all comers in one-off battles to see who gets the chance to fight Big George!

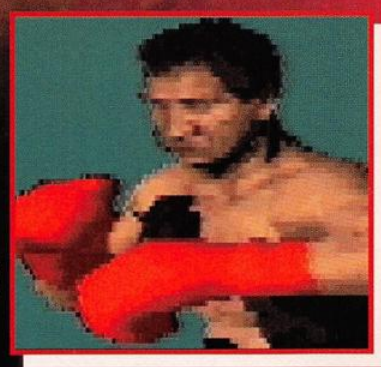
AI AL

DEM BREAKING BONES

The graphics and sound in the game are alarmingly realistic. Whereas games like Super Punch Out prefer to gloss over the harsh realities of the ring, Foreman for Real has smart digitised graphics and all the fighters have their own distinct strengths and weaknesses. So it's down to you to decide whether your boxer is a bull, technician, speed merchant or counter puncher.







ARE THESE GLOVES OR SOCKS?

KNOCKOUT!

The overall presentation of Foreman for Real looks very promising indeed. The fly posters outside the venue are a nice touch and you even get on the front page of Ring News after the fight! To be honest, Foreman for Real looks like a classic in the making, so get yourself into some pre-match training and watch out for a full review in a later issue.

GAME DATA

- **GAME:** FOREMAN FOR REAL
- **BY:** SOFTWARE CREATIONS
- **RELEASE:** TBA
- **GAME TYPE:** BOXING SIMULATION
- **PLAYERS:** 1-2
- **CART SIZE:** 12 MEG

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

WrestleMan WF Arcade

Let's get ready to rumble!! Wrestlemania Arcade drop-kicks its way on to the SNES with six of the biggest, meanest, roughest men in tights battling it out to be queen, ooops! I mean King of the Ring!

CART SPEC
- **BY:** Acclaim
- **RELEASE:** 1st quarter '96
- **GAME TYPE:** Beat-'em-up
- **CART SIZE:** 32 MEG

GAME FEATURES
- **PLAYERS:** 1-2
- **HEAD TO HEAD:** Yep
- **BATTERY BACKUP:** No
- **CONTINUES:** Infinite
- **OPTIONS:** Difficulty levels

GAME INFO
- **GAME ORIGIN:** Fat blokes in lycra hugging each other! Oh, and the arcade game.
- **GAME DIFFICULTY:** Medium - Hard
- **FIRST DAY SCORE:** Reached final of Intercontinental Belt
- **ALTERNATIVES:** WWF Raw, Wrestlemania

GAME CONTROL
- **RESPONSIVENESS:** Good

A — Super Kick

B — Punch

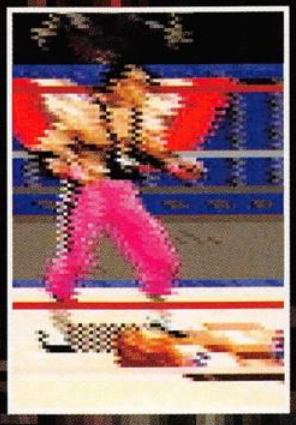
X — Fierce punch

Y — Punch

L/R — Block

S — Start: Pause
Select: Nothing

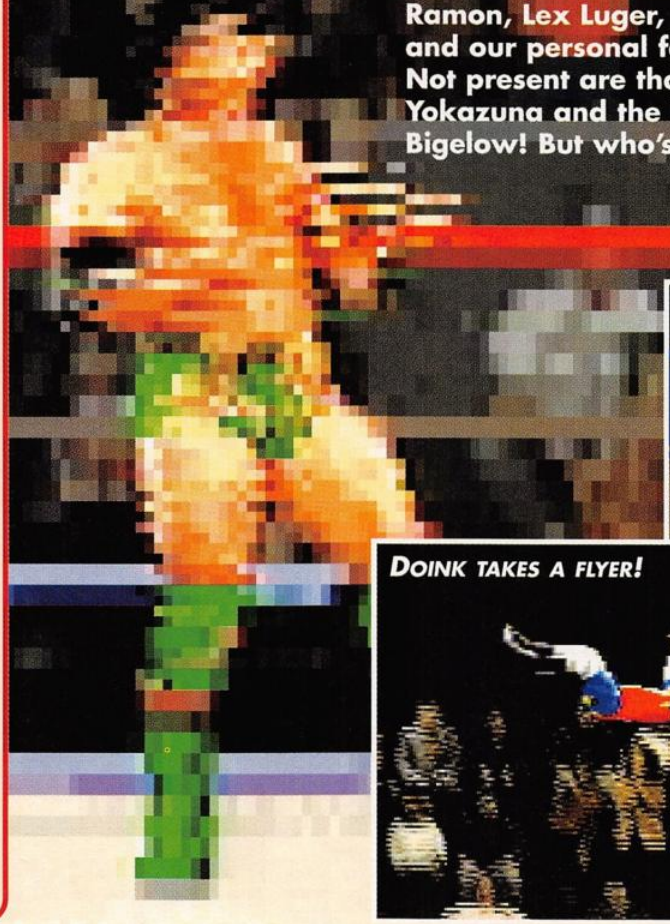
GAME CREDITS
- **DEVELOPED BY:** Midway
- **DISTRIBUTED BY:** Roadshow
- **MADE IN:** USA New Media
- **ARTWORK:** Acclaim



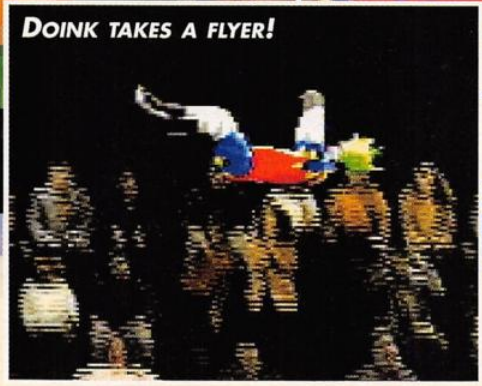
SOMETHING'S STUCK TO THE BOTTOM OF MY BOOT.

Loud and Proud

As the saying goes, nobody ever went bust underestimating the bad taste of the American public, and wrestling in the States is big, big business! From Lex Luger posing pouches to Razor Ramon moisturising cream, the WF cater for every taste, and along with all this comes the video game. Wrestlemania Arcade, you will be surprised to hear, is a conversion from the arcade game and holds six of the original eight characters: Shawn Michaels, Razor Ramon, Lex Luger, Bret Hart, The Undertaker and our personal favourite, Doink the Clown! Not present are that great Oriental tub of lard Yokazuna and the brilliantly named Bam Bam Bigelow! But who's counting?



GET UP YA WUSS!



DOINK TAKES A FLYER!

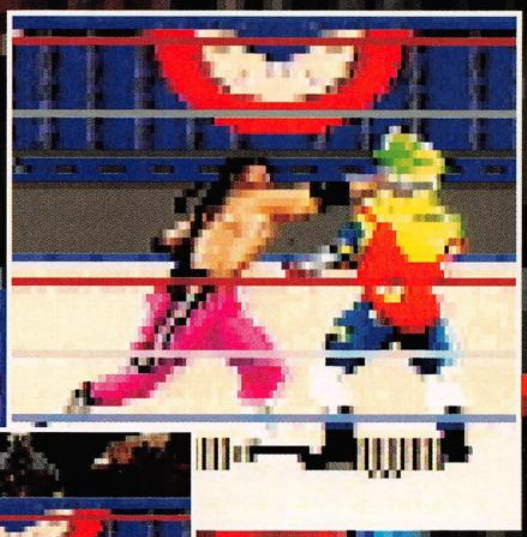
MINE'S A ROUND ONE!

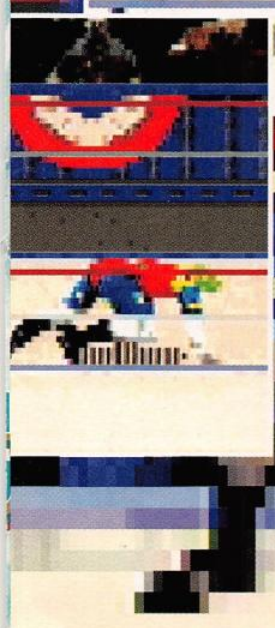
You put your left leg in...

There are two gameplay options to choose from, the Intercontinental Belt and the World Federation Belt. The first one pits your wrestler against the other five contenders, resulting in a final match against yourself and another opponent! The second mode follows a similar pattern, but there are more two-against-one match up's. You'll probably need plenty of practice before you're ready for this level: the biggest prize wrestling has to offer!

Noises off!

The graphics and gameplay have been much improved since the last two games. One of the best bits is undoubtedly the commentary, provided by Jerry 'The King' Lawler and Vince McMahon! Whilst these names may mean absolutely nothing to most of us, in America they are an institution (and probably should be in one!). You also get a rousing rendition of the wrestlers' theme tune as they make their way to the ring. Just what you need before going into battle with another heaving lump of testosterone!





Shake it all about!

Unlike other lame wrestling games released in the past, Wrestlemania is quite easy to get the hang of. It plays like a regular beat-'em-up, with more special moves added this time around. The controls are nice and responsive and in no time you can perform loads of stomach churningly good moves! These are performed in a similar way to those in Mortal Kombat and Primal Rage! This adds an extra edge to the proceedings and, unlike the real thing, there is an element of skill to it!

COMMENT

STEVE

I really didn't like the idea of this before I turned the SNES on. A few bouts later and my opinion's fixed - Wrestlemania Arcade is definitely the best of all the wrestling games, with superb digitised sprites and excellent animation. The backgrounds aren't up to much, mainly because all the effort has gone into the gameplay. In fact, I reckon that this works better as a SNES game than it does in real life! It's a real good laugh to play and makes a nice change from your usual, standard fighting game! Not brilliant, but then neither is George Michael!

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	■	■	■	
ACTION	■	■	■	■
CHALLENGE	■	■	■	
REFLEXES	■	■	■	
ORIGINALITY	■			

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	■
DAY	■	■	■	
WEEK	■	■		
MONTH	■			
YEAR	■			

GRAPHICS

▲ The sprites are digitised, so the wrestlers look amazingly realistic.

▼ All the effort has gone into the sprites, so the backgrounds are a bit poor.

87

SOUND

▲ The commentary has to be heard to be believed! Excellent sound effects, too!

90

PLAYABILITY

▲ Much improved from the earlier games, the sprites are easier to control and can perform a variety of special moves.

▼ It's a shame there are only six characters.

84

LASTABILITY

▲ The World Federation Mode will take a lot of time and practice to complete.

77

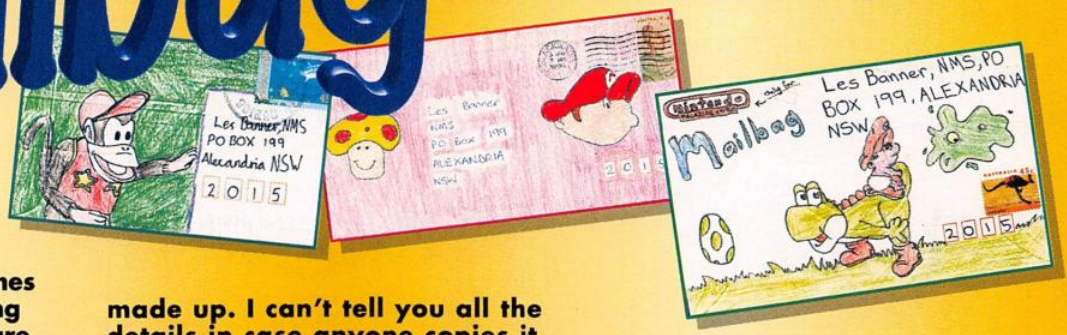
OVERALL

A surprisingly good all round beat 'em up which is a real laugh to play! However, it could do with more characters for variation and a Tag Team mode would have been nice.

85

Nintendo® MAGAZINE SYSTEM mailbag

Keep the piccies, gripes, comments & suggestions rattling in - write to: Les Banner, NMS, PO Box 199, Alexandria, NSW, 2015



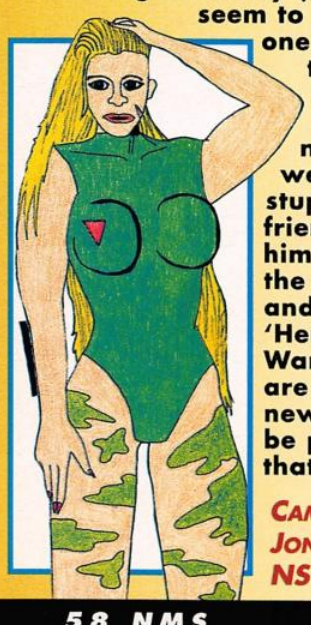
FREE ME!!

Dear NMS,
What do you do with the games once you have finished playing them? Do you keep them or are they sold or given away to needy players like me? I have a SNES but not a Game Boy, and I can't afford to buy many games but I do have Streetfighter II. If you have any games to give away I would love to have Killer Instinct (SNES, not Game Boy).
R. Harrison,
Brisbane

We'd love to send you all our games, but truth is we keep 'em forever and cherish them with love and care and tenderness. Don't hassle us! Get a part time job or save those little coins you normally spend on lollies, (or is it bottle tops you collect?)!

WANDER OFF!

Regards NMS,
I have never written to you before, but I've read NMS all the time since issue 15, and I still read the old issues I've got to look for codes I missed or other things. I'm 13 years old and my friends all like Nintendo only, not that Sega crap blue hedgehog thing.
Now that the '-Oshi' stupid names have all died down and gone away (that didn't seem to last long, that one, did it?) I thought we could have a new lot of names that weren't so stupid. My best friend's called himself 'Basho the Blue Beast' and I'm 'Hermanicus the Wanderer'. We are based on a new and yet to be published RPG that we have made up. I can't tell you all the details in case anyone copies it, but you can have the story for a few bucks!!
The Great Hermanicus



CAMMY AT HER BEST!
JONK H. BERKELEY
NSW

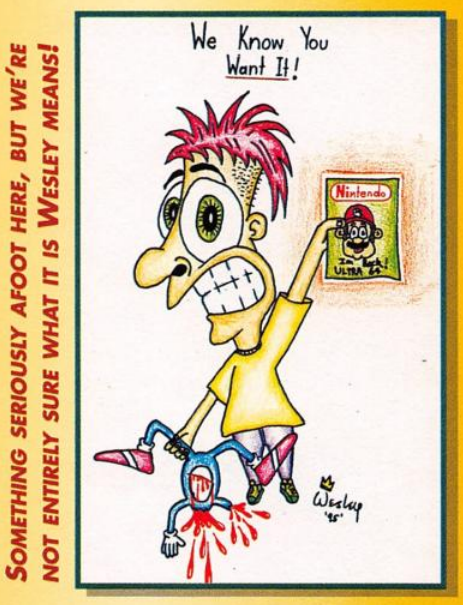
Methinks you taketh the pith...

PLAY OFF!

Dear NMS,
Me and my mates have been playing Lemmings 2 on the SNES for ages now but what we want to know is will the All New World of Lemmings the sequel ever be out for the SNES.
Thanks
Isobel Stark,
Forbes NSW

Well Isobel, sorry to break it to you like this but No! It seems that Psygnosis who are responsible for the Lemmings games have decided the SNES is not worthy of their attention just yet. Boooo!!! Hissss!!! Mind you, maybe they'll get their act together and bring one out for the NU64.

MARIO'S WORK IS NEVER DONE.



SOMETHING SERIOUSLY AFOOT HERE, BUT WE'RE NOT ENTIRELY SURE WHAT IT IS WESLEY MEANS!

BROTHERLY LOVE

To the Magazine Miracle Makers,
I love your magazine, my brother has almost every mag you've written and after he's read it, I steal it and start to read it! We have a Game Boy (broken) and a Super Nintendo with 16 or more games! Anyway, the best 4 things in your mag are;
1. The goss on all the games
2. The letters people send in
3. The pictures people send in
4. The blood and guts from Sonic's head!!
From
Brooke Fenwick
Sydney

Cheers Brooke! Sorry 'bout your broken Game Boy. I bet you and your brother were fighting each other for it at the time! Thanks for the list of things you like in the mag. Keep drinking the hedgehog blood!

S.A.M.B. (SOCIETY AGAINST MOLE-BASHING!)

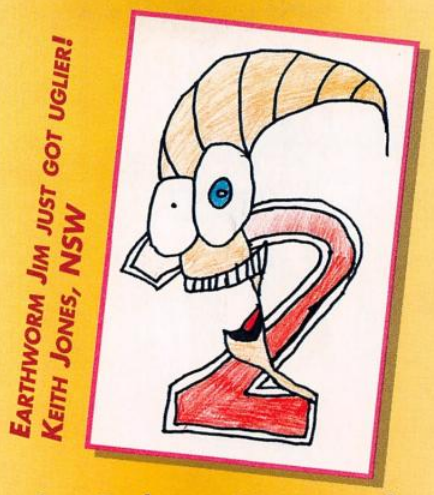
Dear NMS,
I am a person who has just started to collect NMS. I have four NMS magazines. I have seen many bad games, and the worst game I've seen is Batman Forever on Game Boy! The graphics were so bad it was hard to tell if Batman was a good guy or a bad guy! I have gotten alot of good advice from your mag, and so far I've got two games due to the mag. They are Yoshi's Island and Doom.
Why do people make stupid games like mole-bashing? In issue 33, there was a mole-bashing game. It seemed so short, and why would anybody want to bash moles up? Anyway, I wish all of you NMS magazine makers the best in further NMS copies!
Yours sincerely
Adolfo Gonzalez

Moles may hold the secret key to our future! Moles can communicate in ways we can only guess at. Moles invented the screw-driver and solar-powered egg timers. Who knows what they will produce next! Maybe that's why people beat them up.

COOL AS ICE - FRANCESCO DE MARCO

SUBSPACE TRANSMISSION

Dear Lord Banner,
I have received your updated magazine and acknowledged your conquest over Fat Boy. My most sincere thanks and approval.
My name is Dark Jedi. I am a Force Warrior who commands an Imperial Outpost on Yavin 4. I have notified my battalion of your victory and changes, and we lay down our weapons of suspicion and pledge our un-dying allegiance to Lord Les. Congratulations, my friend.
Dark Jedi
Yavin 4
Imperial Station
Section 3



EARTHWORM JIM JUST GOT UGLIER!
KEITH JONES, NSW

Greetings Dark-mess! I consumed the fat one in a frenzy of blubber feeding following my morning bath-time orgy. It took a mere twelve microbites and a lot of sucking to complete my domination. May the froth be in you!

WHAT'S GOING ON?

Dear Fat.....erm, NMS?
Congrats on a lovely, sparkling, fluffy, smashing, ravishing and shit-hot 33+ issues. I have in my little hands issue 34 and it's 'new look' and, what happened to everyone? Were they fired? Did they quit? Exactly how long has it been since their mum's and dad's saw them? The plot thickens. Why isn't Skull in the credits and is Fat Boy still working on NMS? I didn't see his name anywhere! Overall, I like the look of the 'new' NMS, especially the headings for each letter. Just make sure you keep the mix of humour and top Nintendo info coming! The only other gripe is the mag is a little, well, linear, predictable even. You always use the same print! The new backdrops are shitloads better and the mag has improved a hell of a lot with smoother, curvier boxes. But there's still room for improvement.
Yipee Kay-A Mother-*@$@@**
Dr Krazh

Dear Doctor - and all others - thanks for the comments and suggestions. The changes aren't too radical we hope! Truth is the old Trielle team decided they'd had enough and we looked at some things afresh when we took on the fearsome mantle. We'll keep the mag filled with the stuff you'd expect, as well as a few things you maybe didn't.

DAZED AND CONFUSED

Dear NMS,
I am writing to you for a number of reasons. Firstly I always buy your mag. They're getting better and better! Now about most games on every system, the problem is that once I finish (or Clocked it) the game, it sort of loses it's appeal. I don't get that feeling of completing it any more and hardly play it again. I think most gamers have the same opinion. All the beat-em-up games have a lot of characters and a lot of endings. For example, Mortal Kombat and Streetfighter to name but a few. But what about Platformers and other games? The new Phantom 2040 is a top game and guess what? It has 20 different endings that'll keep us entertained for quite a while. I'm not angry, just proving a point. And about the endings themselves, instead of being plain pictures, couldn't they be moving or something like that? I hope the Ultra 64 has that. One more question, what will happen to the SNES? Will it be left out of the competition like the old NES? Or will it be linked to the Ultra so the 64 BIT wonder will be even more playable?
Ari Dollas
Vic
P.S. Keep up the good work!
P.P.S. Please print my letter!

It's certainly hard to keep up your enthuiasm for some games once you've blasted every demon and scraped up all the jewels and energy biscuits on offer. Sometimes revisiting a game after a good break can revitalise an interest. Beat 'em ups are better, 'tis true, but we agree that more endings and rewards could be included in others too. Keep asking and demanding and someone may respond.
The SNES will never die - Nintendo insist there's plenty of life and support for a good time to come.

THE KING'S COPY OF NINTENDO MAGAZINE SYSTEM BY MATTHEW "BAILEY" VAN ZYDERVELD.
SIMBA, I'VE DECIDED TO BUY YOU A COPY OF NMS.
WHAT?
WOW! REALLY? WAIT TILL I TELL UNCLE SCAR!
THE LION KING
HEY UNCLE SCAR. MY DAD'S BUYIN' ME A COPY OF NMS.
OH GOODY, I'M ECSTATIC LET ME ASSURE YOU
SIMBA WILL BE HAPPY!
HERE MUFASA, IT JUST ARRIVED TODAY
THE END!

THE KING'S COPY
MATTHEW VAN ZYDERVELD, BRISBANE

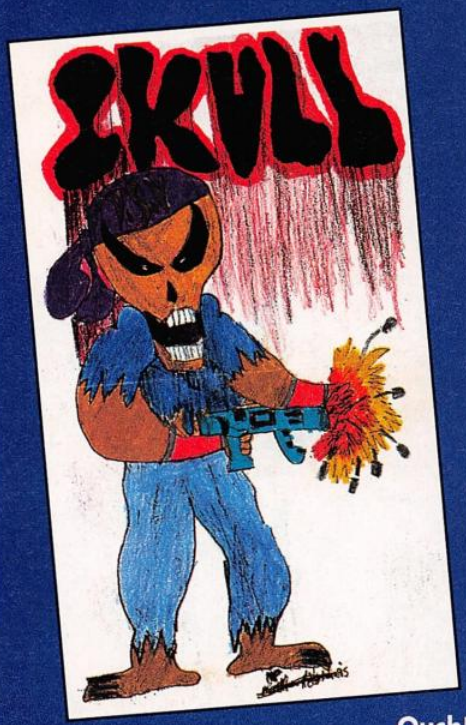
Skull's Q&A

Q

Dear Mr Skull,
I own Donkey Kong Country on the SNES. The other day one of my friends told me there is a special trick to skip some of the earlier levels, but I couldn't find it. Please could you put my mind at rest and tell me where it is?
Daniel Markham
Adelaide.

A

Certainly, Danny boy! In the Kongo Jungle stage, just walk between Funky's Flights and the Coral Capers level and press the B-button very quickly. If you did it right, you should skip 13 stages ahead to Vine Valley!



Ouch!
I've shot my bloody hand off again!
Be careful Matthew Fighera!

Q

To the great man himself,
G'day, mate, how are you doing? Feeling suitably depressed and morbid I hope! Well, that's the pleasantries out of the way, now down to business! I've a couple of questions for your good self:
1) Is there going to be another Final Fight game in the near future?
2) I heard there's a way to play bonus games on Kirby's Pinball on the Game Boy, but the cheat I have doesn't work. If you know how to do this can you let me have the answer. Please, please, please...
Dave Ketch, WA

A

1) Yep - Capcom plan the release of Final Fight 2 in March. We'll be keeping our sockets peeled.
2) Just press Left, B and Select at once on the title screen. When the cat crosses the screen select a stage and you'll be into the bonuses.

Q

Hey Skull
Answer this for me. In Zelda III (SNES) I can't find either the Pendant of Wisdom or the Pendant of Power and I'm lost without them. Thanks
Rich Kid

A

Without wisdom or power you're nothin'! I have both and I don't see why I should tell you where I got mine, but you can find some of your own in the Tower of Hera (Wisdom) and the Desert Palace (Power).
We've had a couple of quips from those of you who've spotted that our MK3 'Play Smoke' code in issue number 34 was a little off the mark. Some of you got it to work OK, but for others there were many happy hours spent pressing Left instead of Right. The dolt responsible will be boiled in mayonaise and forcibly married to Michael Jackson.
The real, real, real code is: hold down Left (on the direction pad) and A during the copyright screen, then Right (on the direction pad) and B during the 'Williams' screen, finally hold X and Y together on the 'Knowledge is power' screen. Ol' Smokie should walk right on and be at your service!

As a treat Jason Dinning and Ben Thorne sent us the following Smoke moves. If any don't work, go see them

Harpoon	back, back + low punch
Teleport	forward, forward + low kick
Invisibility	up, up + run
Air throw	block
Fatality1	up, up, forward, down - to far side of the screen
Animality	down, forward, forward + block
Spear	back, back, low punch
Friendship	run, run, run + high kick
Babality	down, down, back, back, + high kick
Stage	forward, forward, down, + low kick
Combo	high punch x2, low kickm high kick, low punch

There! Better now?

Where the hell did this come from!?

DELUGE ME WITH LETTERS: NMS, C/O LES BANNER, PO BOX 199, ALEXANDRIA, NSW 2015

Q

Skull,
I have Donkey Kong land on Game Boy.
1) I'm up to World 3 level one. I am really finding it tough. So would you plese be good enough to find me a cheat or two?
2) I also have Mortal Kombat 3. Would you please find Kabal's Combo for me?

Thanks a lot for anything you can give me!

S. Condylios, Gouldburn, NSW

A

Leave it to me.
1) Bounce through the undulating underground on your tyre, but always keep in mind where you leave it as a spare might be needed. A couple of secret levels: Just past the letter "O" throw the tyre at the wall and see what you get! Further on there's a string of bananas with a barrel at the top. You'll find it just past letter "N".
2) Kabal's Combos:-
6 Hit - Low Kick, Low Kick, High Punch, High Punch, High Kick, B+High Kick
9 Hit - Deep Kick, Tornado Spin, Low Kick, Low Kick, High Punch, High Punch, Down + High Punch, Jump Kick, Air Fireball.

Q

Skull
What does it take to get a letter in NMS? I have written three times before and haven't seen my letter in yet. Come on Skull you old drongo, find a place for little ol' me!
Here's my question - when is Secret of Mana 2 going to come out? I am a rampant RPG'er and can't get enough of it. (!) I have Secret of Mana and I like the look of Secret of Evermore too. Is Secret of Evermore the same game as Secret of Mana 2, or am I just getting them confused?
Erin Fisher, NSW

A

When do you ever print my letters to you Erin? Bloody nerve! Squaresoft say that The Secret of Mana 2 is due for release later in the year, but they can't yet say when. Here's a sneaky look at a couple of screenshots to stop you moaning. Evermore and Mana are indeed different games.

Don't I look good in red? Rob Patterson thinks so.

Q

Dear Oh Lord and Mighty Skull,
I am going to America in a couple of months' time and I just wondered is there anything I can get you, a new hat perhaps?
Kim Dalsen

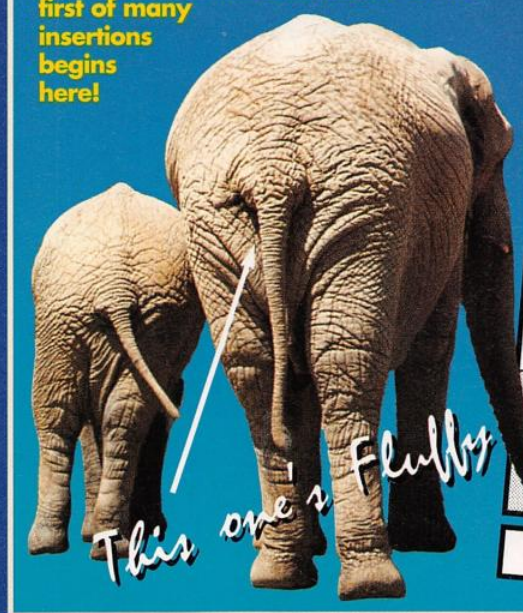
A

What makes you think I need a hat eh? Are you trying to say something about my hairstyle? Are you suggesting I don't have enough up top? Are you lookin' at me? Huh?!

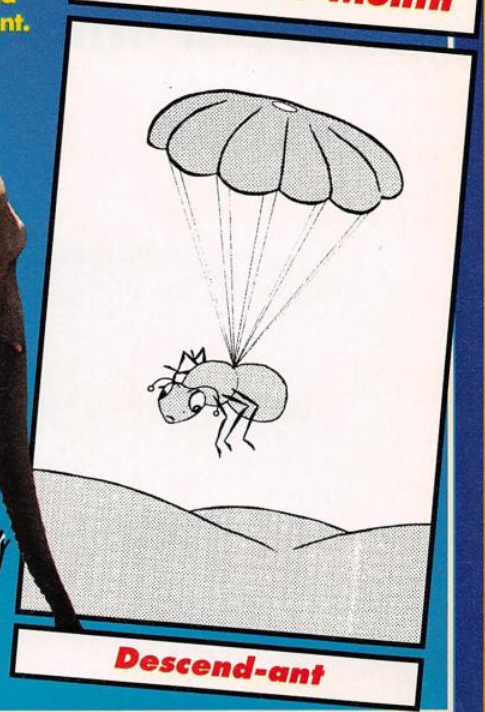
Pet's Corner

I know how much you enjoy taking the piss out of poor unfortunate creatures who don't know any better, so this month I've included my pets Fluffy and Stinka's back views for your enjoyment.

My ant friends have also asked if they can have their own spot, so the first of many insertions begins here!



Ant Of The Month



NINTENDO HELP SYSTEM

Tips & Tactics

Keep the tips tumbling in - every little helps you know! Send your secrets, marked 'TIPS & TACTICS', to the address on the Mailbag page and we'll publish all we can. We can't guarantee they'll work for everyone, as we can't always test them out in time to include in the mag.

GAME BOY

ADVENTURES OF LOLO 2

Final Level

Last Level Code VQTD

BIONIC COMMANDO

Skip levels

At any stage of the game, simply press and hold Start and press A and B simultaneously. You should then return to the DX Turbochopper and be able to choose another level.

BURGER TIME DELUXE

Level Codes

2-1 EEHB
3-1 HBBP
4-1 PEEP
5-1 TTPB
6-1 PTTH

THE FLASH

Passwords

Level 2 23 DELIVERY
Level 3 DENIM BLUD
Level 4 TRACK 29
Level 5 99 PICASSO
Level 6 INGOT LANE
Level 7 7th MARKET
Level 8 TRACK 12
Level 9 RUE IE DAY
Level 10 TIN ALLEY
Level 11 GORBY WAR
Level 12 TRACK 66
Level 13 FUN HOUSE

THE HUNT FOR RED OCTOBER

Stage Select

On the title screen, press Left, Right, B, Select, Left, Right, B, Select and Start. Use Left and Right to select your level and Start to begin.

25 Extra Lives

On the Map screen hold down Select and press Up then Down.

Bonus Missiles

Select the screen showing you the map, press A and B together then press Up and Down. You can now start the game with 25 missiles!

SUPER MARIO LAND

Level Select

To be able to choose any level, you need to complete the game twice. Once this is done, you'll be able to select the level from the title screen.

Escaping from Guardians

Select Super Mario when fighting a Guardian, then simply run into him. This will cause you to turn small but as you are invincible for a couple of seconds, you are able to jump the lever and escape!

Extra Lives

On stage 2-3 you will find MARIO spelt out with coins. A little later on, a 1-Up heart will appear on the wall. Now, collect as many coins as you can, grab the heart and let yourself be killed by the next enemy. You'll start the game just before the coins, so collect them again along with the heart and repeat the procedure. As 100 coins gives you an extra life, your reserves should build up very quickly!

ROBOCOP

Ending Sequence

When the title screen appears, press A, B, Select and Start together. Now press Left on the joypad to see the ending without playing the game!

KID DRACULA

Passwords

Level 2 5613
Level 3 3272
Level 4 7283
Level 5 5346
Level 6 7225
Level 7 5539
Level 8 7158

MARIO TENNIS

Super Serve

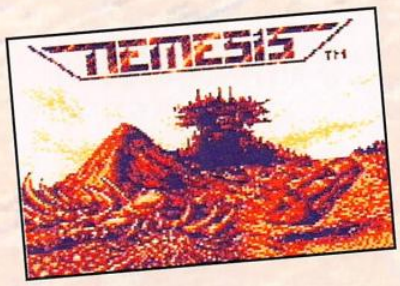
Press A and B together for an awesome power serve!
Gabi Johns, Adelaide.

PIPE DREAM

Passwords

Enter these codes to get further in the game:

Level 2 HAHA
Level 3 GRIN
Level 4 REAP
Level 5 SEED
Level 6 GROW
Level 7 TALL
Level 8 YALI



NEMESIS

Extra power Up's

If you want additional speed and a force field, Pause the game and press B, B, B, B ,B, A, A, A ,A ,A. When you start playing again these additional power up's are all yours!

TINY TOONS

Passwords

Level 2	SPACE, CARROT, SPACE, CARROT
Level 3	MELON, SPACE, MELON, SPACE
Level 4	PINEAPPLE, PINEAPPLE, MELON, MELON
Level 5	MELON, MELON, MELON, SPACE
Level 6	CARROT, CARROT, SPACE, SPACE
Level 7	SPACE, MELON, SPACE, SPACE
Level 8	SPACE, MELON, SPACE, SPACE

TURRICAN

Invincibility

On the title screen, press A, B, B, A, B ,A ,A, B, A, A ,B, A, A and the word 'Start' should change to 'Cheat'. You are now totally invincible!

WORDZAP

Tour of the levels

See all the levels available by pressing Select, A, Left, A, Down, B, A and Right!

TERMINATOR 2

Cheat the circuit clocks

As you play through a level, press and hold down the Select button and this will slow down the circuit clocks.

NES

BATTLE OF OLYMPUS

Extra Items

To receive extra items try this code after each one:
BFFXVNXQNLS8K
CM2FHUX4GW5ZD

BLASTER MASTER

Killing the Bosses

To kill the Guardians on levels two, four, six and seven, simply throw one hand grenade at the boss, then pause the game. Once you un-pause it the boss should be dead.

GHOSTBUSTERS

Extra Money

Wanna start the game with $2 million? Just enter AA on the first stage, then 1173468723. Now press A and you'll hit the jackpot!

BUCKY O'HARE

Passwords

Deadeye Duck	67KIJ
Willy	M7lak
Blinky	M7KZ3
Final Stage	MPW2L
Final Stage 2	MPL65

GI JOE

Passwords

Mission 1
PSON5XGZ4
Mission 2
NSPN5DPZ
Mission 3
N36HN5XGB
Mission 4
5369N5XGG
Mission 5
DRBJOVD8H
Mission 6
ZND39N5XF

MEGA MAN

Lightning Tip

To increase damage from a lightning shot, keep pressing the pause button as the lighting hits. This will cause multiple hits to whoever is unlucky enough to be on the receiving end of it!

MIGHTY FINAL FIGHT

Stronger Characters

On the select screen, choose Haggar as your fighter. Now, allow yourself to be killed quickly and on the continue screen select Guy or Cody, and they will have the same strength as Haggar!

SILVER SURFER

Passwords

To get to the Cheat screen, press Up on both controllers and enter the following codes:

Full Power	CKWJT4
Invincibility	KJTTJK

Infinite Continues
SJM333
Extra Continues
J8SCL9

TETRIS

Faster game

To add ten extra levels to the one you selected, press A and Start together when the cursor is in the right place.

Instant finish

Press and hold down A, B and select in the B Mode as one of the shapes falls. Once the shape has landed you will have magically completed the level!

TOM and JERRY

To start with 99 mice

At the screen with the drawing of Tom & Jerry (2nd title screen) press this key combination to strat the game with 99 mice:

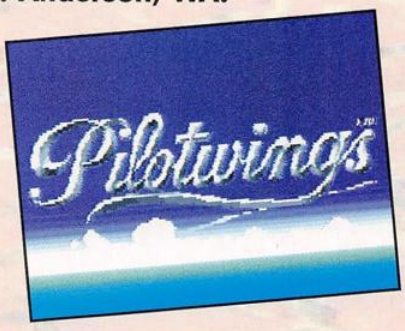
R R Up L Up R Down B A Select then press Start twice.

SUPER NES

THE ADDAMS FAMILY

100 lives
If you enter the code 11111 at the start of the game, once your first life has finished other lives increase to 99!

Extra Hearts
Enter the password BLRRR and you will start the game with five hearts, 36 lives and only have Morticia to find.
P. Anderson, WA.



PILOTWINGS

Extra Difficulty
If you have the stomach for a real challenge, enter the code 882943 on the passcode screen for some really different airborne antics!

ALIEN 3

Cheat Mode
In two player mode press A,B,Y and X on controller two. Now activate different cheats by pressing the buttons on controller one

Passwords

Level 2	QUESTION
Level 3	MASTERED
Level 4	MOTORWAY
Level 5	CABINETS
Level 6	SQUIRREL
Ending Sequence	OVERGAME

AXELAY

Level Select
When the Start screen appears, press Up and Down repeatedly to activate the cheat.

CARL RIPKIN JR

Championship game
To make your way to the championship game, enter this code: RCCJKJBDSPKDGGGFFRC

DONKEY KONG COUNTRY

To access a special stage, press DOWN+Y, DOWN+Y, DOWN, DOWN+Y when Cranky Kong is playing his instrument.
John Van, NSW.

Infinite lives
Pause the game, un-pause it then pause again. Now, press Select, Up, Down, Left, Right, Y, B, A, X. Un-pause the game again and the word 'MUTEK' should appear on screen where the lives were.

BLAZING SKIES

Power Up
To give Marcel LeBlanc maximum power up's, select the 'Continue Game' option and then go to 'end'.

BATMAN RETURNS

Lives Cheat
In two player mode on the title screen, select the options and press Start. On controller two, press Up twice, Down twice, Left, Right, Left, Right, B and A. Music will tell you if the cheat has worked. Now, with controller one select the REST option. Your lives will go up to nine.
David Rose, Wellington NZ

FATAL FURY

More Characters
Select 'Street Fight' mode. On the first controller choose either one or two players. Now press Down on the second controller. You will now have many more characters to choose from.

CYBERNATOR

Unlimited Napalm
Play through Level 1 without killing anybody, then shoot the end of level guardian. On the next level you can choose a Napalm Flame Thrower and use it throughout the game.

SMASH TV

Speed Mode
On the options screen, press Left, Right, Up and the R button twice to speed the game up.

DEATH VALLEY RALLY

Start with 75 lives
On the title screen press Left, Select, Right and Y and Start together. When the 'Zippety Splat' comes on screen press X. Now you should have 75 lives to start the game with.
G. Salvatori, Newcastle.

DINOSAURS

Passwords

Stage 2	H1KHDEOMXFQ3
Stage 3	XVBXQMRSNSW6
Stage 4	V1O4KEWYXV4N
Stage 5	VSGHJWWGX43N

MARIO IS MISSING

Passwords

FIRST ROOM	
Door 1	PVV23CZ
Door 2	FCBSB6W
Door 3	YHYAMLZ
Door 4	Y4MOPFW
Door 5	G5F96CX
SECOND ROOM	
Door 1	CX746YF
Door 2	NBGR6CF
Door 4	X42KLDK
Door 5	S48O5N4
THIRD ROOM	
Door 1	DVW6P78
Door 2	PCD1384
Door 3	DJ49LZ3
Door 4	D95KPTR
Door 5	TTMGMQM
LAST BOSS CODE	
ZPF*M86	

Circuit Warp
On the player/difficulty screen, press Right twice, Up, Down, R button and L button. Now select the number of players and the difficulty level and you'll go straight on to the Warp Zone!

SF II TURBO

Prevent Special Moves
When the Capcom logo comes on screen, press Down, R button, Up, L button, Y, B, X and A.

Ten Turbo Stars
Enter the same code as above when the 'Turbo' logo scrolls across the screen. You'll hear a sound if the cheat has worked. If it doesn't work first time round, try entering the code repeatedly when the game is turned on.

SUPER EMPIRE STRIKES BACK

Passwords
Rebel Base: WLJWDN
Dagobah: PGPNMG
Cloud City: NCDGRJ
Final Battle: NSRSCL
A. Ying, Victoria.

UNIVERSAL SOLDIER

Passwords
Level 1.2BZCXD
Level 1.3FWGVH
Level 2.1MRKSN
Level 2.2PRGMR
Level 2.3TCMCB
Level 3.1QWYRW
Level 3.2BCMVG
Level 3.3XVXVX
Level 4.1QWRTY
Level 4.2KBRDS

WORLD CUP

The Final
Avoid the semi-finals by entering this code: 01633

GAME G·E·N·I·E CODES

GAME BOY

ASTEROIDS

Infinite Lives: 003-83F-3BE
No extra rocks as you go up levels: 00A-7ED-3BA

FERRARI GRAND PRIX CHALLENGE

No qualifying timer
00A-39B-E6E + 00A-1AB-E6E
When you crash with another car your speed won't drop to zero. 000-22C-C49

SPIDERMAN 2

Infinite lives
FA6-FBE-4C1
Start with 10 lives
09F-78E-E66
Infinite energy
FA6-C4E-4C1
Infinite web power
FAD-F6E-4C1

HEAVYWEIGHT CHAMPIONSHIP BOXING

No ring timer
00B-A4E-E6E
No round increase
AF6-E1B-19E
Start with super power
994-78F-E66

META MAN

Infinite energy
00C-099-3B7
Start with 9 lives
09B-17F-E66

REN AND STIMPY SHOW SPACE CADET ADVENTURES

Infinite lives
F07-54E-6E9
Infinite energy - except when you fall down pits
F07-33E-6E9

UNIVERSAL SOLDIER

Infinite time
00A-5AF-3BE
Infinite lives
C93-EEF-E69
Start with 9 power lines
096-ACE-E66
Infinite energy
008-7AC-3BE

TOM & JERRY

Infinite lives
008-54D-B3D
Infinite time
FAC-3FE-4C1 + FAC-43E-4C1
Infinite balls once collected
FA6-84B-4C1

NES

BATTLETOADS

9 lives
PENVZILE
Infinite lives
GXXZZLVI
Super fast punching
AEUZITPA
Mega-jumping
EYSAUVEI

WWF WRESTLEMANIA CHALLENGE

Pin count extended to 9 seconds ZEELLGGE
10-count reduced to 5 seconds
TESGYOLA
All counts slower
IVNKGOGL
All counts faster YONKGOGU

SNES

DISNEY'S ALADDIN

Infinite lives
C221-4FA5
Start with 9 continues
DCB8-3F07
Infinite apples
3CA9-C4A5

DAFFY DUCK: THE MARVIN MISSIONS

Infinite lives
DDB3-3404
5 extra lives for each life you buy
D4A3-3FA6
Invincibility
C283-3D6F
Start with 25 gems (5 continues)
49B4-C764

Level Codes
1-2 DFB9-1D04
1-3 D4B9-1D04
1-4 D7B9-1D04
2-1 D0B9-1D04
2-2 D9B9-1D04
2-3 D1B9-1D04
2-4 D5B9-1D04
3-1 D6B9-1D04
3-2 DBB9-1D04
3-3 DCB9-1D04
3-4 D8B9-1D04
4-1 DAB9-1D04
4-2 D2B9-1D04
4-3 D3B9-1D04
4-4 DEB9-1D04
5-1 FDB9-1D04
5-2 FFB9-1D04
5-3 F4B9-1D04
5-4 F7B9-1D04

JURASSIC PARK

Infinite lives
C26A-4700
Start with 1 egg needed
DF23-3469
Continue with 5 lives after 1st continue
D0BC-C7D0

SUPER EMPIRE STRIKES BACK

Infinite thermal detonators
6DE9-47AF
Start with all force abilities
6D23-47F9
Infinite lives
C238-C70F
Infinite continues
C229-4DD1

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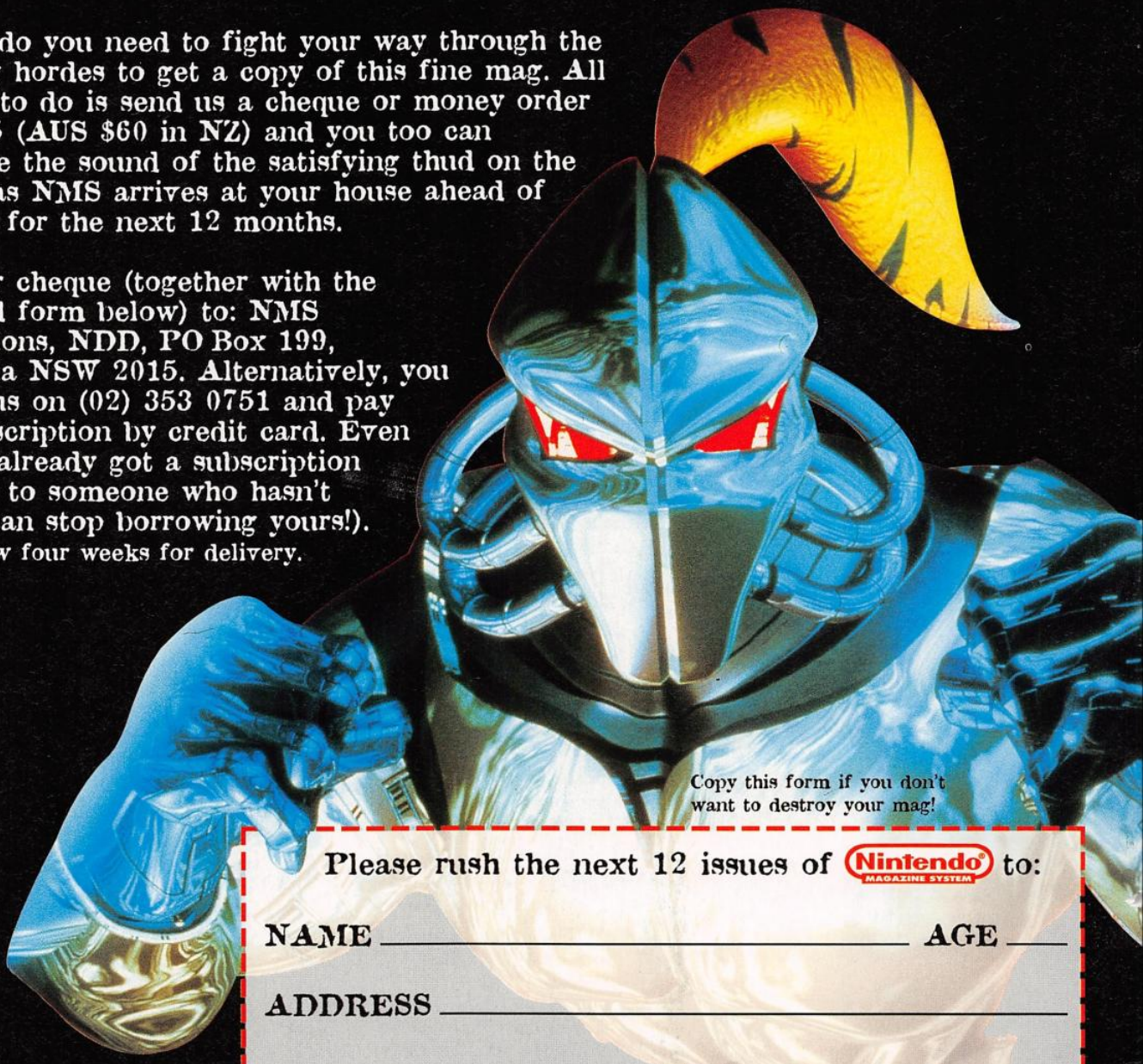

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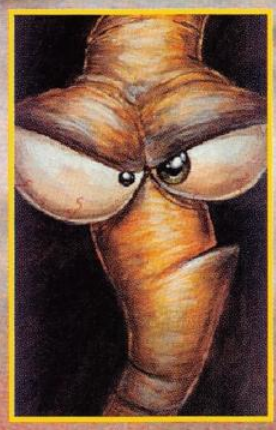

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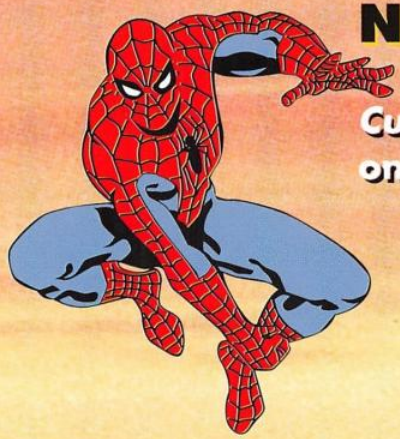
SPIDER's web



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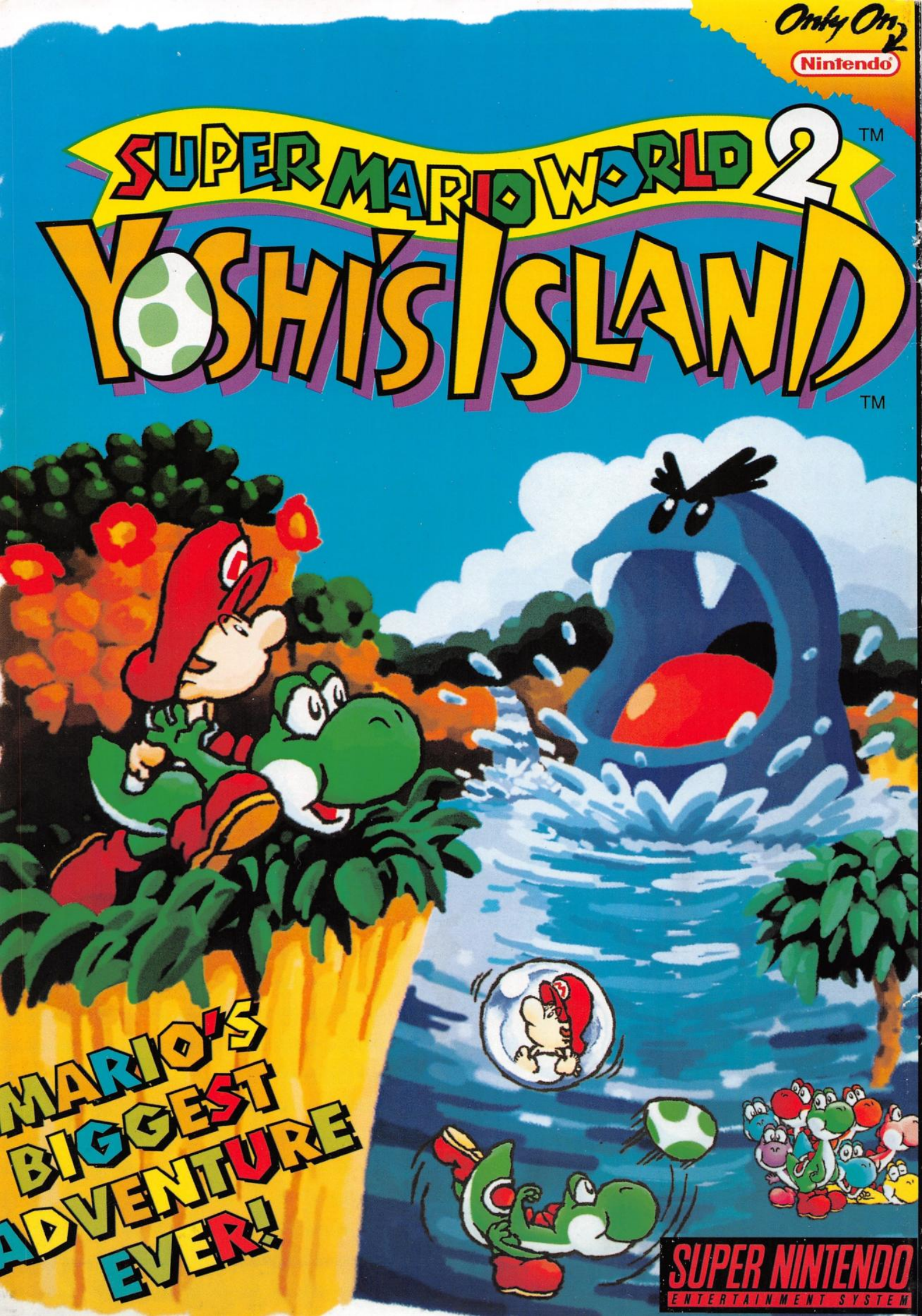
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